

Reaper Miniatures Presents:

CASKET

WORKS

Casket Works

Issue **17**

Spring
2005

STOCK #00001

PRO PAINTS

WARLORD

CAV

In This Issue: WARLORD DEATHMATCH DEATHMATCH ARENA

REAPERGAMES.COM DARKEST DAWN (PART 2) BRAIN PRESS

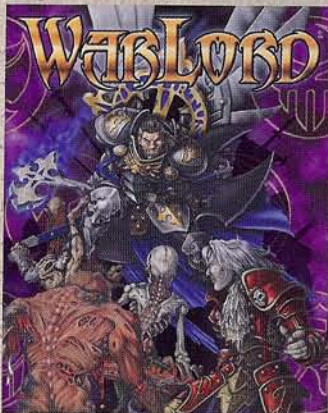
BARE WATCH SMALL WORLD AND MORE!

DARK HEAVEN
LEGENDS

**MASTER SERIES
PAINTS**



EXALTED



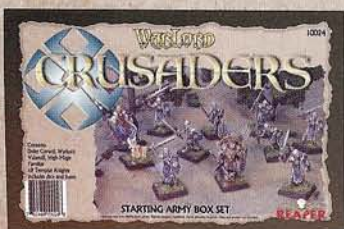
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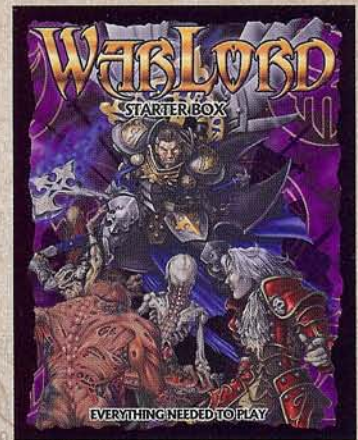
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WARLORD



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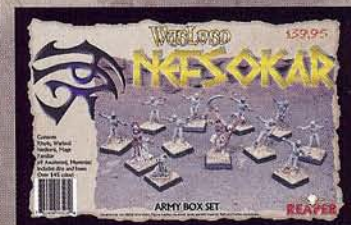
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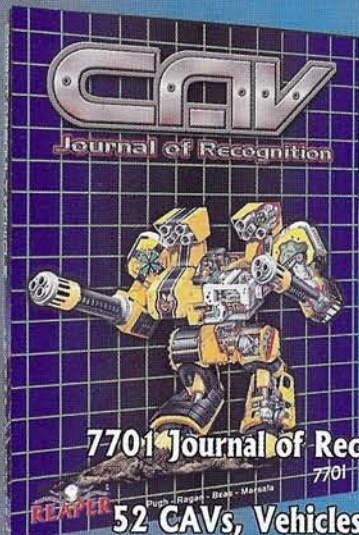
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ET SOME

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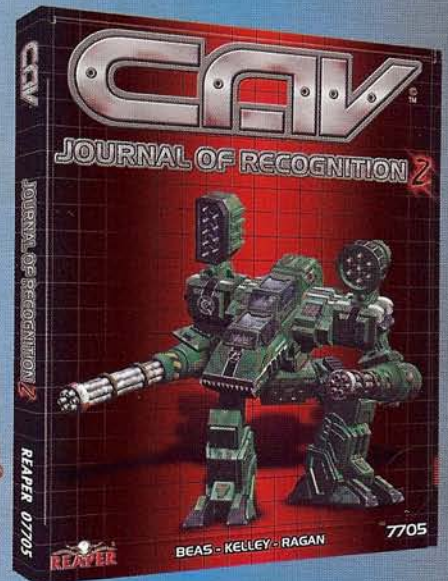


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CAV

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65,000 ROUNDS OF PURE ATTITUDE!



I remember when I was a wee lad seeing a movie called The Gnome-Mobile. It was a movie about a bunch of gnomes that harassed some kids and drove Walter Brennan insane. The music still haunts me to this day. Riding along in the Gnome-Mobile? Gimme a break.

Which brings me to my point about gnomes. Please pay attention to the magazine in your hands. Our office gnome, one Bryan Stiltz, has beautifully crafted this issue of Casket Works damn near all by himself - and on time to boot! Usually producing Casket Works is a major undertaking, with a lot of pushing and pulling, screaming and hair pulling, cursing and teeth-gnashing. Exactly like female mud wrestling, but without the thongs and breasts and mud and fun. Whatever.

So in closing, heed my advice. One, garlic not only keeps vampires away, but unwanted coworkers as well. Two, when your waiter says your plate is hot, don't believe him; you should grasp the plate firmly with both hands to see for yourself. And three, if you're hitchhiking, don't accept rides from gnomes in Studebakers.

Et tu, Brute?

Ron

Chekov's Law : "If there is a gun on the stage in act one, someone is going to get shot by act three."

I play the Nefsokar in Warlord. I have played them ever since in-house alpha testing, before they were even called Nefsokar. I have 67 painted mummies on my miniature's shelves. So what does any of this have to do with Chekov or (more importantly) Casketworks?

The best part about finishing Casketworks is that I get a weekend to relax before I start on the next one. And for me, that means a big blowout D&D game. Normally, I play D&D 3 nights a week, where I DM 2 of those games. My players are afraid of my Warlord army, even though we don't play in any world with an Egypt. I have never introduced to the campaign any pyramids or animal-headed gods. I have always used undead sparingly, to keep them scary. My players have no reason to fear my Warlord army in game.

It would be slaughter -- 67 Mummies vs. my 5 PC's.

Yeah, Chekov was right.

Now that this issue is done, it's time to plan next weeks game: "Curse of Pthah-Hesep"

Bj



Reaper Miniatures is here for people who love gaming. Our catalog is aimed at those with a love of miniatures, and a passion for gaming. Our goal is to stroke our egos, and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make great figures, and embarrass other companies with how well we do what we do!

On the Cover: The Art for the Cover of the Necropolis rulebook by Sven Bybee

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REMEMBER ALDERAAN!

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Bryan Stiltz
Dave Pugh

Grand Moff Hawkins
R2-D2
Darth Abacus

Rebel Scum: (Employees)

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Al Pare
Aaron Fink
Bill Grand
Brian Shires
Cheryl Storm
Christina Reagan
Damon Dorsey
Dee Lauritzen
Ed Pugh
Eric Kelley
Erica Wallin
Gary Hoover
Goose
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Kevin Williams
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Mama-San
Maverick
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Thanke Barnier
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Tau We
Admiral Ackbar
Bib Fortuna
Boss Nass
Bail Organa
Queen Jamillia
Adi Gallia
Watto
Mara Jade
Palpatine
Luke Skywalker
Ghent
Jettster Dexter
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Boushhe
Captain Tarpals
Salacious Crumb
C3-PO
Queen Amidala
IG-88
Boba Fett
Count Dooku
Princess Leia
Ewok Warrior
Captain Panaka
TK-421
Padmē Naberrie
Pink Five
Wedge Antilles
Nute Gunray
Zam Wesell
Aurra Sing
Max Rebo
Shmi Skywalker

Jedi Knights: (Sculptors)

Ben Siens
Bobby Jackson
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Bob Ridolfi
Chaz Elliott
Dennis Mize
Gael Goumon
Geoff Valley
James Van Schaik
Jason Wiebe
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Richard Kerr
Sandra Garrity
Steve Saunders
Tim Prow
Todd Harris
Werner Klocke

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Mace Windu
Rune Haako
Obi-Wan (Ben) Kenobi
Qui-Gon Jinn
Ephant Mon
Voolvif Monn
Admiral Motti
Anakin Skywalker
Captain Lorth Needa
Jek (Red Six) Porkins
Adi Gallia
Beru Lars
Clegg Lars
Owen Lars
Oola
4-LOM
Nute Gunray
Ki-Adi-Mundi
Yoda

Smugglers: (Artists)

James Holloway
Mark Kidwell
Sven Bybee
Tim d'TalinE Collier
Wayne Reynolds

Lando Calrissian
Nien Numb
Chewbacca
Han Solo
Talon Karrde

Last Seen on Dagobah: (3D Artists)

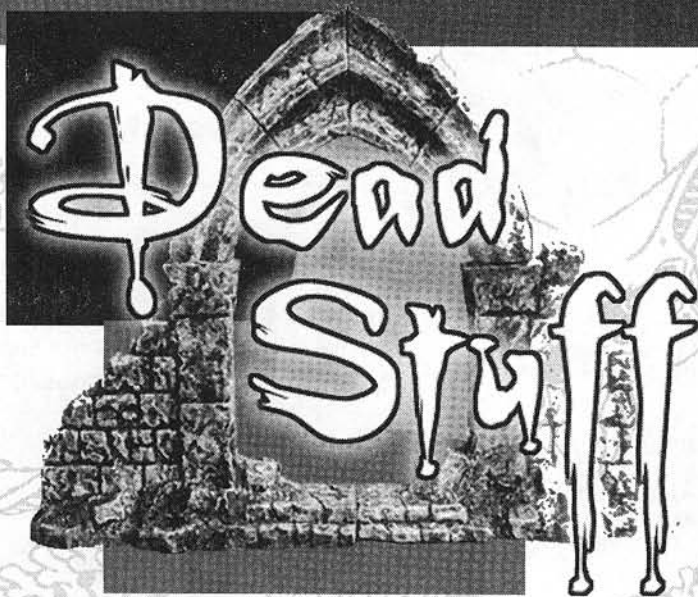
John Bear Ross
James Burrell
Ron Dubray
Neil Nowatzki

Darth Maul
Jar Jar Binks
Wicket W. Warrick
Greedo

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Our on-site R&D facility, with a complete Reaper Store and Painting Clinic, game tables (and Snack Machines) is now open Fridays from 4-9pm and Saturdays from 10am-6pm. If you are in or near Denton, Texas, drop in and maybe you can playtest a future Warlord, CAV, or RAGE product, paint up some metal, or whatever.

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- Top 10 Minis Rejected for Dark Heaven's 3000th Model
10. Towel with Naked Girl
 9. Yet Another Androgenous Elf
 8. Sonic Carhop
 7. John Bonnot, Pro Painter
 6. Tentacled Horror/Catholic Schoolgirl Box Set
 5. 72mm Foo Dog
 4. Gragg Elflayer Swimsuit Edition
 3. Dinosaur Riding Cowboy
 2. Pet Rock Familiar
 1. Carve your own Mini (Solid block of pewter)

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Hot on the heels of our wildly successful ReaperCon 2004 comes ReaperCon 2005! And with the new convention, comes a new chance to shine. Bring your best freshly-painted minis for a chance to compete!

Categories include:

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2. DARK HEAVEN SINGLE MINIATURE - LARGE
3. WARLORD SINGLE MINIATURE - SMALL
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5. WARLORD UNIT
6. CAV
7. OPEN
8. MASTERS
9. NOVICE

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AND HAVE SOME FUN!**

CAV VERSION 2.0 BETA BEGINS!

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MOVING TO CAV, AND WE HAVE OPENED BETA
TESTING FOR THIS NEW GAME TO OUR BLACK
LIGHTNING MEMBERS. LOOK FOR A SPIFFY NEW
MECH COMBAT GAME SOON, USING THE MODELS
YOU ALREADY HAVE!**

REAPERCON

2005

Peace. Love. Minis.

A Guide to What You Can Expect



Wendy and Will enjoy Open Painting Tables at ReaperCon 2004.

ReaperCon? What's that? Well, it's a lot like a giant Reaper Party. Sculptors, painters, our production staff, the artists, and our fans come by for 3 days to play games, learn from each other, and strut their stuff.

Where is it? Reaper HQ in Denton, Texas - right where the magic happens. You can take a tour of the shop and see minis being born!

Ok - When is it? May 20-22. Things get started at 10 AM Friday Morning and Don't quit until 4PM on Sunday. Well, ok - they do quit. We do have to sleep sometime, don't we?

Ok - But what is there to do there?

Open painting tables and a huge paint-and-take area are planned, so guests can come in, buy fresh minis right off the racks and get started showing their new skills! Whether it's sampling our Master Paints for the first time or just putting the finishing touches on your favorite Reaper Mini, you'll have ample opportunity to put brush to metal.

Role-playing sessions are also scheduled. Wherever our guests can find a spot to play, we encourage you to grab a mini and throw down!

Also, this year introduces the ReaperCon National Painting Contest, where painters from all over will compete for the coveted Sophie Trophy, and for the right to compete against the Masters next year. Check out our guidelines online, and bring up your best and newest work for a chance at fame and fortune!



Excellently painted CAV Mantises preparing for battle - or for the Painting Contest? (Painted by Jim)

One of the new features this year will be our Warlord Dungeoncrawl. Learn the basics of Warlord and RAGE in a renewing, character driven battle scenario - the monsters keep coming, and your soldiers are all alone in the vast underground caverns.

As you battle your way through the dungeon, you will earn real treasure - Coins which you can redeem at the Auction for neat Reaper Stuff! Auto-graphed books, SWAG, and some one-of-a-kind merchandise could all be yours, if you have the mettle!

Tentatively Scheduled to Appear

Painters:

Robert Cruse
Marike Reimer
Jennifer Haley
Derek Schubert
Liliana Troy
Anne Foerster
Michael Genet

Sculptors:

Sandra Garrity
Jason Wiebe
Bobby Jackson
Bob Ridolfi
Julie Guthrie
Gene Van Horne



Jason Wiebe (right) and Bobby Jackson (not pictured) host a sculpting class for some attendees.

Many of Reaper's staff sculptors and painters will be on hand for classes and tips. At ReaperCon 2004 Jason Wiebe, Sandra Garrity, Bobby Jackson, Julie Guthrie, and Bob Ridolfi all taught seminars and gave advice to sculptors-to-be, and Marike Reimer, Anne Foerster, Jennifer Haley, and Liliana Troy gave classes on everything from basic to advanced techniques.

Tim Collier also popped in to talk to the artists, and this year he plans on having his table set up to draw illustrations for our guests.

See the complete schedule at www.reapermini.com

We'll have over 10 gaming tables going for CAV and Warlord, plus terrain Seminars, Roleplaying Games, and Contests.

At Reapercon 2004, one big draw was the opportunity to beta test Warlord before it went to press. This Year, CAV 2.0 will be in development, as well as the first Official Warlord Tournament. Everyone who attends will have a chance to see both of these games in action, and will even be able to be a part of the storyline and development of them. This is a real chance to be a part of something big!

Mengu, Scott, Kelly, and Debby enjoy Beta-testing Warlord 5 months before its release. This Year, CAV 2nd Edition will be showcased.



DARK HEAVEN LEGENDS

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25mm Heroic Scale™



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HEAVEN



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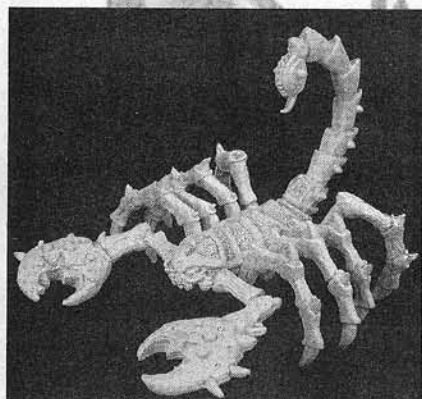
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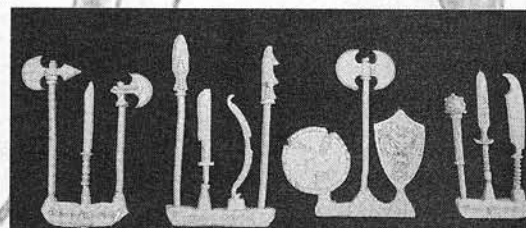
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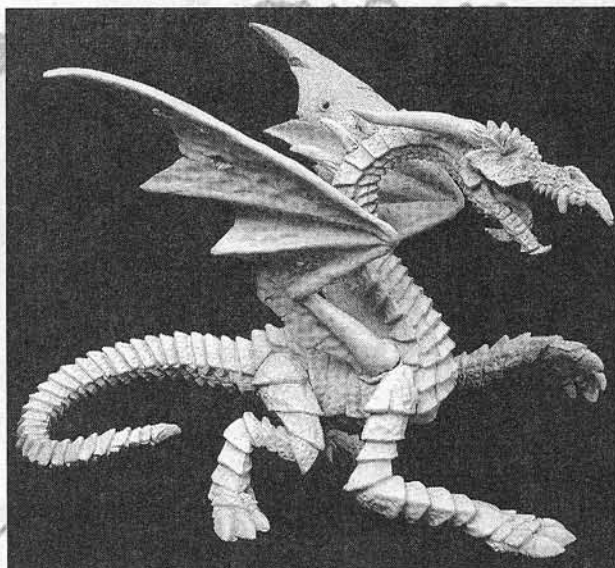


DARK

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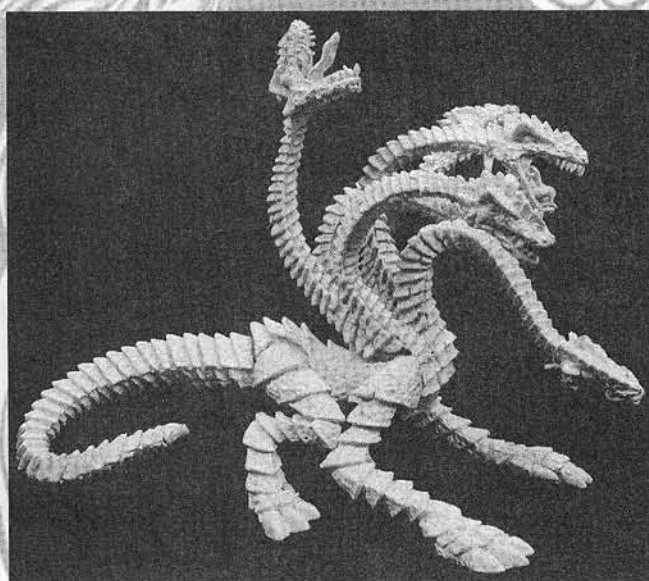
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Abyzaran, Dragon
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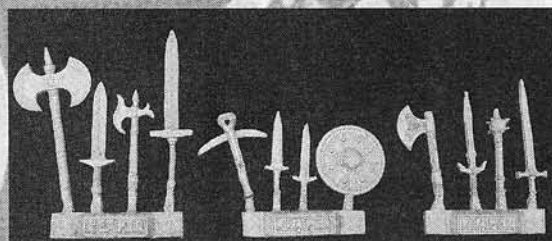
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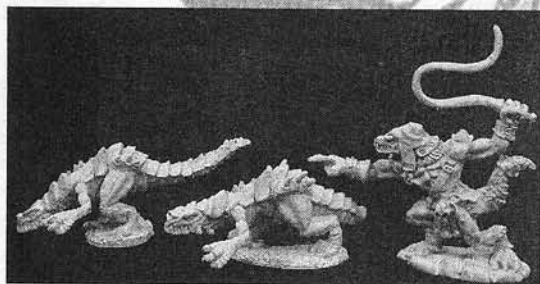
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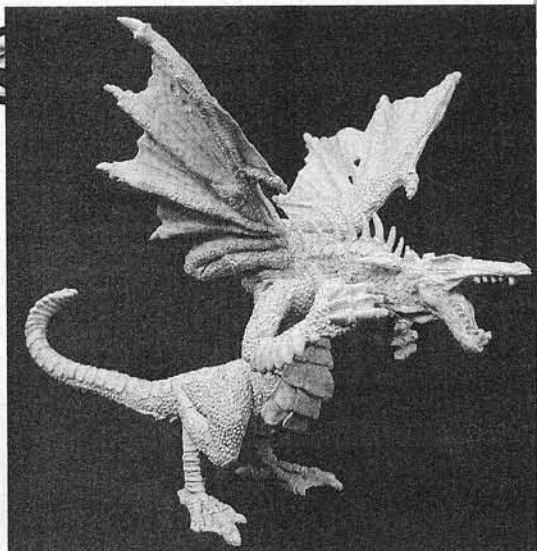
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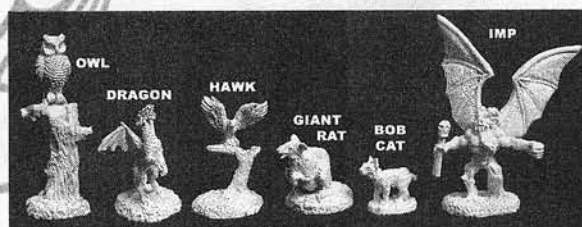
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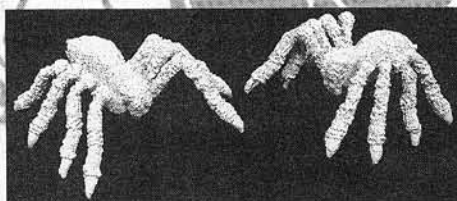
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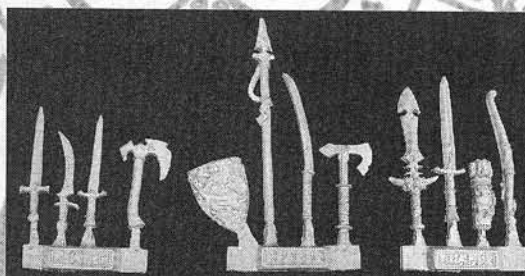
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02453
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02455
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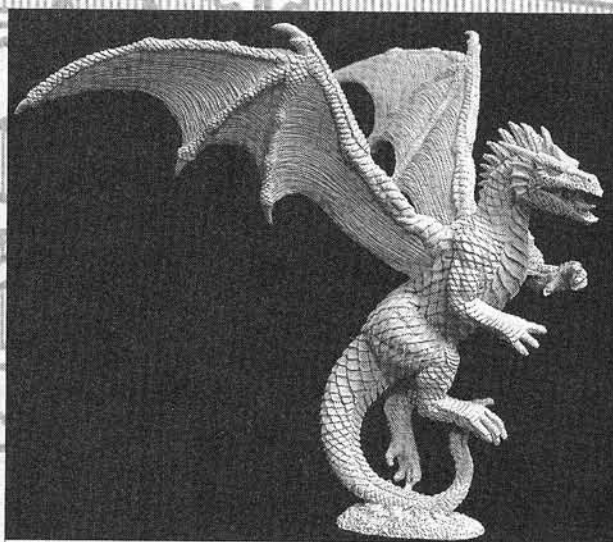
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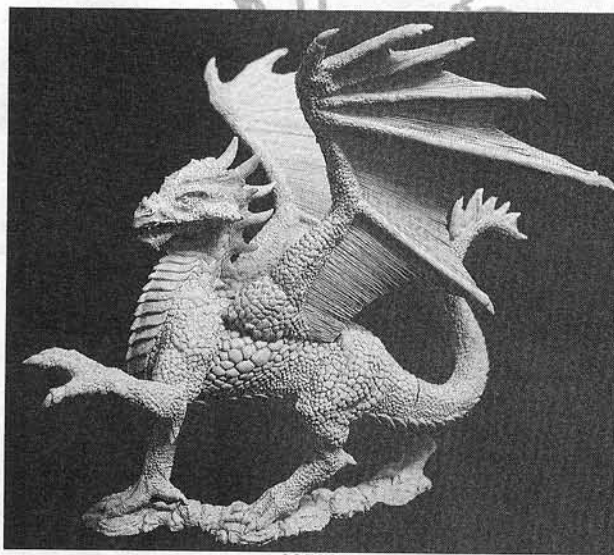
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Orankar, Ogre
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02538
Lesser Elementals
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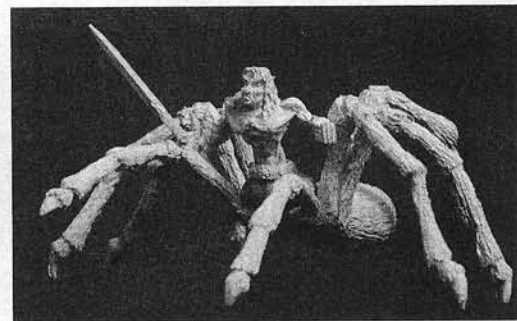
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Skulls
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02613
Shadam, Elf Sorcerer
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02618
Eibereth, Elf Thief
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02628
Iron Fist, Monk
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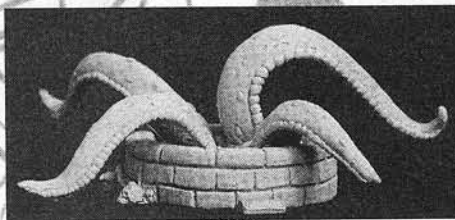
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02633
Vandorenda, Demon
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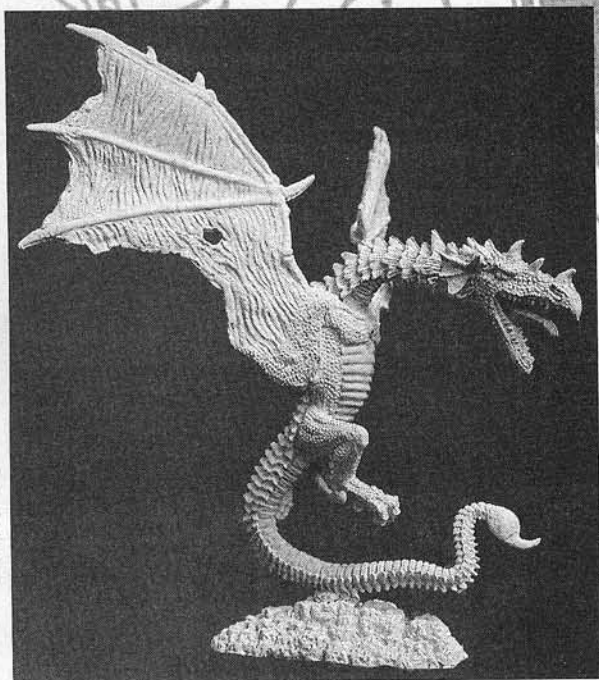
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02635
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02649
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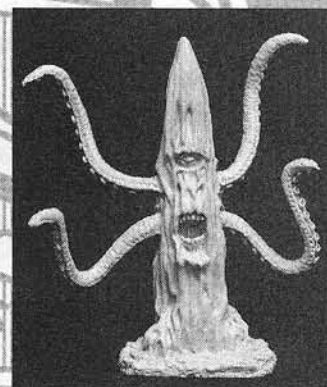
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Narglauth, Fire Demon
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Townsfolk III Strumpets
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Lardgulp, 2-Headed Troll
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02677
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02679
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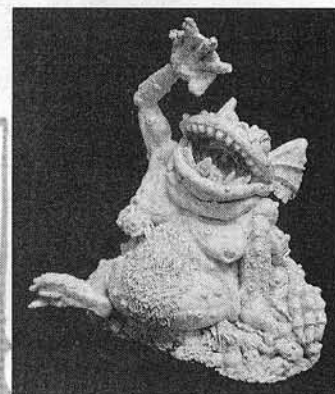
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Selmarina, Witch
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02683
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02693
Danra, Female Druid
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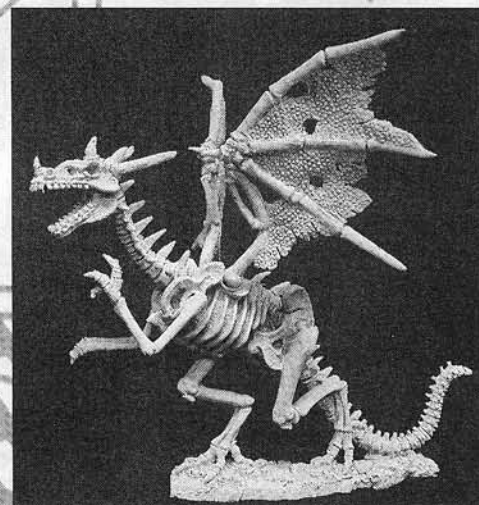
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Thor
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02704
Manganaw, Gnoll Lord
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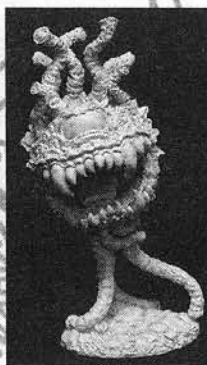
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Clay Golem
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02707
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02711
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02721
Thora, Bard
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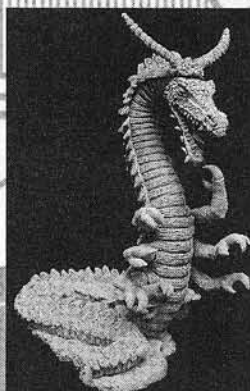
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Alaine, Fem Paladin
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02728
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Yuri, Female Monk
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Kazumi, Monk
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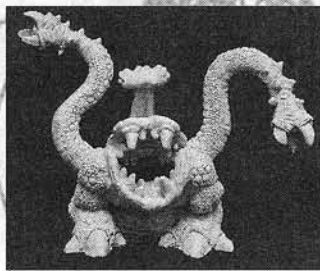
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Baerwyn, Elf Archer
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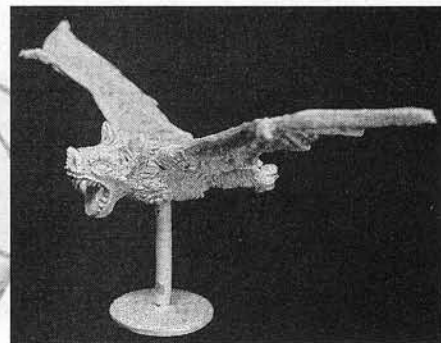
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Thull, Evil Fighter
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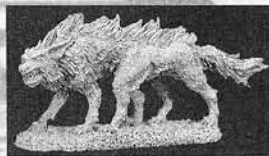
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Stone Golem
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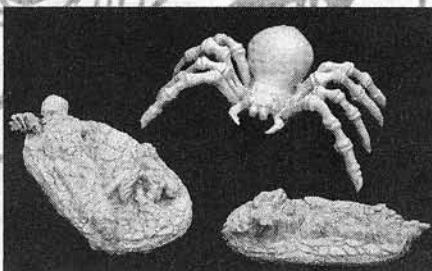
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Warl, Assassin
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02783
Xiao Liu, Fern Monk
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02784
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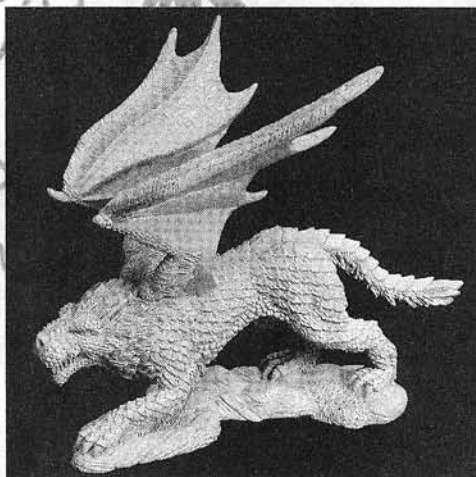
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Sabretooth Tiger Man
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Mash, Half Ogre
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02787
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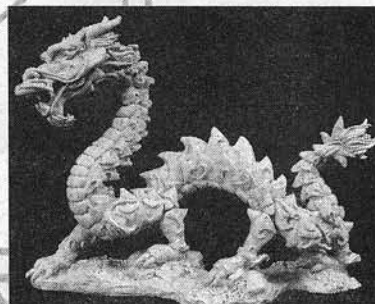
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Gameela, Fem Sphinx
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02793
Arianna, Fairy Princess
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02814
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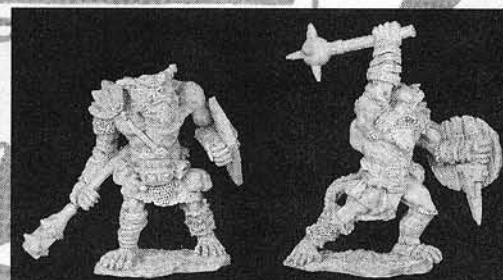
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Pillar of Good
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Deladrin, Assassin
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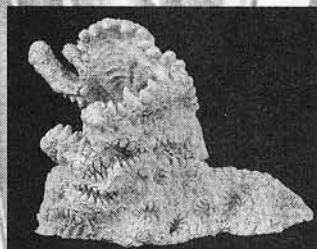
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Jolie, Scribe
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02836
Piers, Young Mage
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02837
Haunt
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Buck Ronan, Monk
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02853
Barlow, Templar
By Adam Clarke
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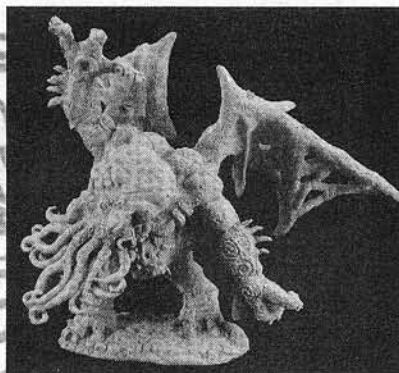
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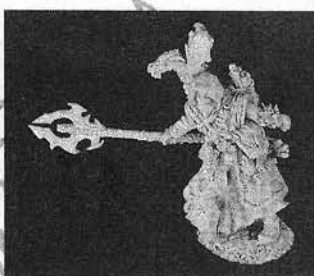
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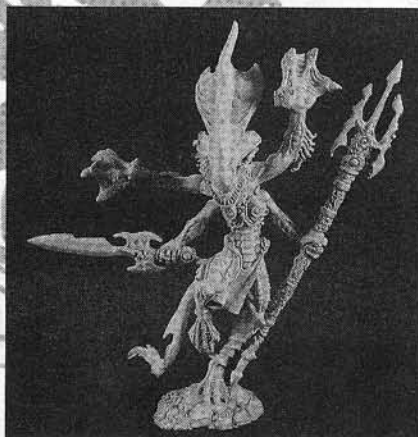
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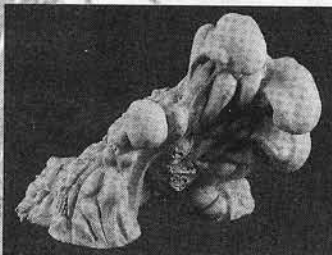
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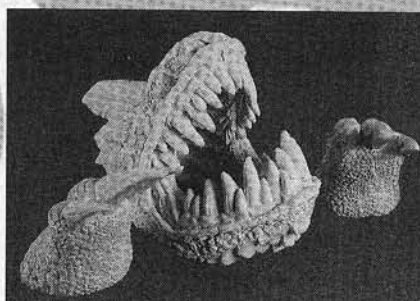
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1410 Babu, Baby Elephant
Sculpted by Jason Wiebe
\$5.99

Proceeds from 1410-Babu will benefit UNICEF, and the proceeds from 1411-Harapan will benefit the American Red Cross.

In honor of the victims of the Indian Ocean Tsunami of January 2005, Reaper Miniatures presents these Limited Edition Sculpt. These beautiful pieces were inspired by the heroic tales of the survivors, and are dedicated to the memory of those who gave their lives in the tragedy.



1411 Harapan, Warrior
Sculpted by Jason Wiebe
\$7.99

EBONWRATH:

OBSIDIAN SCOURGE OF THE SOUTHLANDS

Oh how he loathed sea travel. For three weeks he'd been aboard the ship, 21 days enduring briny air, moldy hardtack, and the many and varied pungent aromas emanating from the ship's crew. Callivar Tesdrus, Wizards Council Envoy and Librarian of the Second Order had had enough.

Surely he would have gone mad if the Jalahandran coastline had not loomed on the horizon on the 22nd day. By midday the wizard once again set foot on dry land and was thankful for the span of about five minutes, which not coincidentally was the span of time it took to reach the bazaar from the docks.

The town of Qsal'dari was typical of those bordering the Dragon Spine Sea: squalid, dark, and teeming with the coarse and uneducated flotsam of the world. Callivar raised a handkerchief to cover his nose as he pressed through the crowds, doing his best to ignore the rank wafts of half-rotted meat cached with spices and buzzing flies. As he navigated the throngs of sailors and traders he reflected upon the series of events leading up to this voyage. An ironic smirk crossed the young wizard's face as he contemplated how his discovery of an obscure entry in missing ledger led to his predicament.

The young wizard spent the better part of the next three days seeking his quarry, an adventuring scholar by the name Pladinwyll Naperoth. He was retained over two years ago by the Council of Wizards as Adon's leading authority on dragons - specifically those of the chromatic variety. Naperoth, who referred to himself as a Wyrmsayer, was commissioned with compiling a comprehensive treatise on a nefarious black dragon known as Ebonwrath. Weekly missives were exchanged between the Council and Naperoth by way of courier pigeon, but a year and a half into the endeavor the scholar's communiqués ceased and any further pigeons dispatched from Sardossa failed to return. Callivar was tasked with returning the finished treatise or the moneys paid to the scholar in advance. To return to Sardossa without either would spell the end of Callivar's career, a fact his rivals made him well aware of.

Callivar knew the last pigeon was dispatched from Qsal'dari. To save on time he used every means at his disposal to uncover the errant scholar's whereabouts. His inquiries led to a series of rocky hills on the edge of town. Atop one of these was a shepherd's hovel composed of dried dung and straw. Piled outside the structure was a great mass of shattered bottles and clay jugs. The front door gently swung open on a gentle breeze as the wizard cautiously approached.

Expecting the worse Callivar withdrew a worn wand of yew from his belt before stepping over the threshold. Beyond the doorway was a stone-floored room in utter disarray. Scraps of paper, vellum, and papyrus were scattered about, nailed to walls, and lying loosely about the floor. Books and scrolls of every size were strewn about or wobbled back and forth in tall stacks. The sole occupant, a waxy-skinned man wearing wine and ink-stained cotton robes, lay on the floor unmoving.

Other than the teetering stacks of books, the only

movement in the room was limited to a pigeon coop in the corner of the room with three nervous occupants. What became of their companions was obvious: a small wooden bin near the door was filled to overflowing with pigeon bones and feathers. A collection of unopened and unread metal sheathes was on a stone shelf nearby.

Callivar glanced about scanning the shadows for other occupants. Finding none the wizard cautiously withdrew a pinch of talc and powdered silver from a secret pocket in his robes before making a quick gesture and chant. The spell was intended to root out those cloaked by invisibility. Callivar slowly turned on his heel and peered about wand at the ready. Secure he was alone, he turned his attention to the man lying at his feet - Pladinwyll Naperoth.

He was alive but severely fatigued and most definitely drunk. Judging by the look and smell of him he'd been that way for some time. After some not so gentle prodding, Callivar finally managed to wake the old man. Later in the day, after Naperoth sobered up somewhat, he related his tale. Callivar gathered that the self-styled dragonologist's research was near to completion when something went horribly awry. It seemed Naperoth witnessed something so shocking it dulled his senses and shattered his mind. No matter his tact the wizard was unable to convince his addled companion to say more on the subject.

Callivar remained suspicious but he had to admit he was intrigued. During one of the many lulls in conversation, Callivar glanced at a large piece of papyrus hanging on the wall detailing a ruined city - Saaknepheth. Numerous notes in several scripts covered the carefully rendered map. On the floor at his feet Callivar found a scrap of vellum listing four antelope, three mountain goats, a shepherd, and a donkey. Then Callivar caught an odd word in Anhurian at the top of the scrap: menu. Looking about more details came to light. Strewn about the room in no particular order was the complete life history of the dragon Ebonwrath. Callivar's heart soared - the scholar was nearer to completing his task than Callivar first thought.

Reining in his excitement and relief the young wizard carefully explained his task to his host who was already downing cup after cup of bitter vinegar wine. When no response was forthcoming Callivar impatiently demanded Naperoth get to work compiling the research or refund the advance. The yew wand was still out as a precautionary trapping.

After a short pause the bleary-eyed scholar sighed to himself before hobbling across the room to a battered trunk whence he produced three thick books, each one bound in shiny black leather and embossed with silver lettering. Confused Callivar cast his eyes about the disarray and back to the books before taking them gently in hand and turning each one over for inspection. On each of the volumes was a single word-Ebonwrath. Callivar's natural inquisitiveness got the better of him as he unsnapped the clasps, cracked open the first of the volumes and began to read...

The dragon known as Ebonwrath has dwelt in the Maru River region for centuries, where she has earned a reputation of particular cunning and singular viciousness. She is said to originally hail from the Darkmoors, far to the north. She was the second to last to emerge from the clutch of eggs she was born in. Her siblings were substantially larger than she was, but what she lacked in size and strength she made up for in cruelty and ambition. It is said her first kill was the last and youngest clutchmate as it struggled to free itself from the egg.

Abandoned by their mother shortly after hatching, the young dragons laired and hunted together. Years passed, and the dragon brood matured and grew bolder. Passing caravans, livestock, adventurers, and lone shepherds fell victim to the dragons' attacks. With the passing of each day Ebonwrath's hatred for her siblings grew.

She was long used to hunger; the largest shares of any kill went to her brutish siblings, as did the proceeds from any looting. The contents of her own lair were meager and included little treasure save for a few dozen barrels of oil and various bottles of noxious chemicals taken from a dead alchemist.

The key to Ebonwrath's survival was her cunning; without her siblings' knowledge the crafty she-dragon approached the chieftain of a nearby tribe of trolls with an offer. For years the trolls kept their distance, fearing the stinging acid breath of their draconic neighbors. Ebonwrath struck a bargain with the trolls: she would lead her gullible siblings away from the lair with the prospect of looting a passing caravan. With the dragons out of the way the trolls would penetrate the lair and set up a simple but effective ambush and wait for the dragons to

return.

The trap was set but the trolls would soon find themselves in the thick of another betrayal when Ebonwrath, instead of attacking her siblings' exposed rear flanks instead withdrew to a safe distance and watched the mayhem. Ebonwrath had left an alchemical surprise for her siblings and conspirators earlier

that day. It is said mariners on passing ships saw flames roaring high into the sky ten leagues out to sea. Unfortunately the treasure in the lair was lost but Ebonwrath cared not a bit - with the trolls reduced to ash, their lair, which boasted a substantially larger hoard, was left undefended.

Ebonwrath laired in the Darkmoors for another century before an encounter with a substantially larger and more aggressive green dragon drove her from her home. She moved south and haunted the Sluice River Valley for a number of years but numerous encounters with the native Ritermen drove her south into Kaladis and from there into the dismal Troll-home swamplands bordering Malvern and Tirithilia.

She laired here for some time oppressing the native troll population, but eventually the pickings grew slim. Ebonwrath grew tired of troll flesh and the lack of loot so she set her sights to the south by way of the Tirithilian coastline.

The elves of Tirithilia were well aware of the rapacity of dragons, particularly chromatic ones.

Before Ebonwrath could find a suitable lair she was forcibly evicted from the elves' domain and driven southwards into the realms now known at Taltos. Even though the humans were easy pickings for a shrewd dragon, she only lurked and pillaged here for a short



time, as the climate was too dry and unwelcoming for her tastes. After only a few decades she headed southwards for the Malapango Jungles.

It was here that Fate stepped in. Foul weather from the southlands forced Ebonwrath westwards as she flew over the Plains of Erule. Instinctually she followed the Maru River but she lost her bearings and traveled northwards into the mountains. There, along the Natanbe, the River of Death, Ebonwrath found her true home among the crumbling ruins of an abandoned city. In the centuries before the dragon's arrival the city was called Saaknepheth by the skoli who built it. The city was carved into the cliffs on either side of the river, which was dammed to control the flow into the Dragon Spine sea north of there. Unfortunately the artificial lake seeped into the porous rock and hastened the collapse of the stone foundation. Early in the New Age, an earthquake shook the region and a great fissure swallowed up much of Saaknepheth in a matter of seconds. So violent was the clash the mountains shifted, split, and moved. In the end the river formed three waterfalls cascading into the ruin-filled sinkhole before continuing its journey northwards to the sea.

Ebonwrath found the city deserted save for a handful of degenerate crocodilian humanoids known as the shrend. For centuries the shrend had hunted and lived along the Natanbe River. The clever wyrm wasted no time and presented herself to the shrend, killed their greatest warriors easily, and assumed leadership of the tribe. Prior to the demise of the Skoli Empire, the shrend were thralls to the skoli and longed for a strong figure to rule them. Ebonwrath was all too happy to assume the role of goddess incarnate.

Over the centuries the shrend have been selectively bred for their intelligence, ferocity, and willingness to serve. She has elevated the shrend above simple scavengers to fearsome predators. Ever a vain creature, Ebonwrath has also selectively bred the shrend so their skin color more closely matches her own. One of the first priorities of the dragon was to ensure her lair was suitably appointed. The sinkhole is just under a mile across, over a mile long, and is 300 feet at its deepest point. Plant and animal life from north and south of the mountains were uprooted and transplanted by the shrend in order to make their goddess feel more at home. In the centuries that followed the barren, ruin-filled sinkhole was transformed into a dank valley overflowing with loathsome life. Many varieties of dire lizards and serpents, including enormous crocodiles were brought to the sinkhole and now live alongside their shrend masters.

By 620 NA Ebonwrath's influence had spread to the limits of the mountains. Her shrend servants were pliant and content to do her bidding without question. Ships and caravans operating in the area

were her primary targets, and the spoils, captives, loot, and livestock, were used to sate the dragon's appetites for slaughter and material wealth.

Over the years other dragons have learned of the Ebonwrath's success and attempted to take the region for their own, but each time they have either been driven off or killed outright. This occurred in 840 NA when a determined bull blue dragon made a play for Ebonwrath's hoard. His bones and scales were formed into an elaborate standard that the shrend carry into battle to this day.

The shrend are fanatically devoted to their God-Queen who rewards her servants with fine weapons, armor, magic, and potions. Ebonwrath has always been interested in alchemy; she has a knack for mixing reagents into lethal concoctions. Her most trusted servants are gifted with several potions which grant strength, vitality, resistance to certain attack forms, and most brutal of all the ability to breath jets of acid to emulate their beloved God-Queen.

Ebonwrath's most recent exploits center around the noted dragon scholar Pladinwyll Naperoth. In early 985 NA Pladinwyll undertook a mission on behalf of the Wizards Council of Sardossa. For years the freelance sage and scholar had heard whispered rumors of a black dragon living somewhere in the arid southlands of Adon. With the aid of the Council of Wizards was he able to track down the beast see her with his own two eyes. He was not disappointed.

Ebonwrath was all too real. He spent over a year cataloguing her comings and goings as well as her behavior. When she was abroad he employed sorcery to cloak himself so that he was able to wander the swampy ruins of her lair. He made extensive maps noting sentries, traps, and even storehouses of the dragon's vast wealth. He uncovered much but his most gruesome discovery came just days before he withdrew from the world to finish his book.

Early on in his delvings, Naperoth was approached by a group of adventurers interested in Ebonwrath. He presumed correctly that the adventurers were in fact out for the dragon's hoard, but he flatly refused to divulge any of the wyrm's secrets - not from loyalty, but from fear. A few months later the adventurers managed to locate Ebonwrath without the aid of Naperoth, but their valiant efforts to slay the dragon were as ill fated as those that came before.

Ebonwrath today continues to pray on trespassers to her domain, which has expanded to include the swampy northern shore of Lake Gedi. Her age is open to conjecture but Naperoth's treatise indicates the dragon has lived in excess of 1000 years. She remains a formidable threat in western Jalahandra.

Brain Press

Elsabeth Briarkiss's Personal Correspondence

Dear Lysette,
I got you some
new perfume.
Do you like
formaldahyde?
Eternally,
Elsabeth

Dear Duke Gerard,
What is the difference between
St. Patrick's Day and New
Year's Eve? You lived through
New Years Eve.
Happy St. Paddy's Day,

Dearest Prince Danithal,
What do you do when you
love someone so much that
it makes you want to kill
them?
Write them a letter.
Forever Yours,
Elsabeth

Dear King Grimsteel,
I was hoping to do
something at our first
meeting to really touch
your heart, so I brought
a machete and a rib
spreader.
Yours Truly,
Elsabeth

You converted all of these
figures since yesterday?
Quite impressive, Liriel...



I am always astounded by
such speed and high quality.
You're quite a pro at this.



When we left off, the party
was surrounded by Kobolds.
Liriel, roll initiative.



I can't. I accidentally
glued myself to the
tabletop last night.



SmallWorld

BABE WATCH

Well for the triumphant return of Babe Watch (and our first color Babe Watch ever) we've chosen a new favorite - 2810: Hyrekia by Werner Klocke. This gorgeous goth girl scores high on the babe-o-meter, so we need some world-class babes to star.

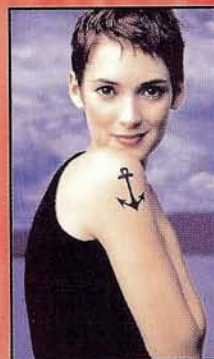


Dark, brooding, beautiful. Christina Ricci is all of that and more. How can we not pick her for his Klocke-ness' elf?



We all know Liv Tyler makes the hottest elf to ever hit the big screen. She speaks elven fluently, and who else can say that and still be that hot?

Of course there is also Winona Ryder. This raven haired beauty plays the angsty goth so much it's almost too easy. Then there's that crime thing . . .



You've known her,
and you've loved her.
Now she can be yours.

Sophie



2002 Holiday Sophie
Sculpted by Werner Klocke
Product number 1404
\$9.99



2001 Holiday Sophie
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GUARDIANS OF THE HEAVENS

THE COURT OF

ABYST



REAPER
MINIATURES

In the Sulfurous pits of the netherworld, the demon prince, Abyst, commands his legions to do his bidding. From his fiery throne, he and his demonic servants wait for the chance to conquer the Abyss, and beyond . . .



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From jungles forgotten by time, the King of the Beasts strikes forth, knowing no fear, only hunger.

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Six of the Saltiest Dogs that ever sailed the Dragonspine Sea!

Sculpted by Sandra Garritty & Bob Olley
Product Number
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DARKEST DAWN

Part 2 By Bryan Stiltz

The Crimson Knights were at their finest - swords flying, claws slashing, filling the air with the dust of the rotting dead. Corpse against corpse, the skeletons and vampires fought against the invading mummies, with Judas right in the thick of it all. The screams came up from all sides of the hill, as the bronzed blades of the Sokari and the hardened steel of the Thulians rent the flesh of the enemy.

Elsabeth fought alongside Judas, dancing in and out of danger, her mania only increased by the knowledge that there would be no feeding off the dusty Dune Worms. Centuries of fury and skill were evidenced in her tactics as she handily mowed down the steady stream of bandaged foes. The onslaught continued, and foes she knew she had dispatched continued to rise, driving her further into her frenzy.

Not far down the hill, Gauntfield danced among the invaders, his scythe slicing them through. He showed his usual mirth as they stood back up and continued the attack; he always enjoyed the game of war, and these opponents made it more fun as they came back for more. The presence of their magic seemed to bolster him some, and although the carved smile never left his face, the feeling of their spirits rising and falling as he sliced through their dried husks troubled him.

Across the hill, Khufu, Chosen of Sokar, appeared. His faithful Anubis Guard beside him, he drew his sword and his axe, and they drew their mighty kopesh. Though there were only eight of them, they proceeded to mow through the skeletons around them like wheat, their exotic swordplay clearly too much for the simple undead to deal with. The sounds of shattering bones began to dominate the battle.

From above, Lord Eikar and his bats

swooped in, claws and axes spinning in a gray and silver blur, the fury of the charge slowing Khufu's assault. The skill of the Anubis guard quickly turned against the bats however, and as they darted close enough to strike, the Guards cut them from the sky, tearing at their wings.

Malek cursed with fury, for his magic was failing him as if some veil existed around the Sandmen that made calling forth the arcane energies harder. The feeling intensified when Khufu was nearest, so Malek summoned his strength and called forth a dizzying blast towards the tangle that guarded the Sokari King. An explosion shook the knot of Sokari, and some of the Guards went down, bathed in flames and cinders. Khufu shouted in rage, looked towards the source of the magic and screamed in his native tongue. Immediately, the mass of Knights and Skeletons between him and Malek split, a narrow corridor forming where there was once a mass of chaos. Determined, he began to run straight towards the necromancer, hatred burning in his eyes.

Within seconds, however, the knights returned to the gap, closing on Khufu, now separated from his vanguard. The came up quickly, trying to protect their king, and soon Khufu's focus was taken completely, now bent on destroying the defilers who had infested the old tombs. Malek could not now blast into the mass, for his own men would suffer, so he began to call forth the dead from the ground, raising more allies for Thule. Elsabeth's fury redoubled, and she noticed that some of those she slew did not get up again. Slashing ever harder at the finally dwindling mass of bronze and bandages, she stopped short when a skillful parry recoiled towards her.

"You must watch where you swing, milady." Judas admonished as he reduced a

bronze-plated mummy to dust. "That one nearly hit me."

Elsabeth smiled sheepishly, "Milord, the beetles do bring out the beast in me. Perhaps we can crush them together?" She positioned herself behind her Lord, the two of them guarding each other's backs, and they began a beautiful dance of blades that cut through the advancing mummies like dust. Judas spied Khufu and his remaining jackals approaching, and he shouted to Elsabeth to close on them.

Nivar and his harvesters had reached the battle now, and Nivar began to cut a swath through to Judas. Intent on slaying his former commander, his harvesters cut through Knight and Dustman alike. The battle was large, and it would not be easy, but in the chaos, no one seemed to notice that the wraiths had turned.

The disparate masses began to move towards each other on the battlefield, Judas and Elsabeth slicing through the mummies as fast as Khufu and his Anubis Guard cut through the vampires, with the wraiths closing on both. The sound of metal on armor and flesh mingled with the screams of the undead, until the hillock became slick with dust and blood. Still the mummies rose, and still the skeletons fought them, bolstered by Malek's magic and the Font of Power itself.

In a heartbeat, Judas was on top of Khufu, a fury of blade, claw and fangs. Khufu was fast to react, and the two danced with each other, sword on sickle, axe on blade, as the fray around them seemed to slow. Elsabeth was on two of the guards, and Malek was nearing exhaustion, but Judas and Khufu were unharmed. Nivar was closing on Judas, and he was so intent on his fight with Khufu that he did not see.

Khufu fell to the ground, and Judas

pounced. Moonlight flashed across his polished blade as Judas ran Khufu through the heart. The mummy looked at Judas, shouted something incomprehensible to the vampire lord, and crumbled to dust. Within seconds, the remaining mummies crumbled around him, and Judas was left, kneeling, the scent of blood in his nostrils, and dust on his hands.

Judas looked over at Elisabeth and Malek, "Your warning was excellent, Milady. The desert beetles were right where you said they would be." Elisabeth bowed and giggled slightly.

Nivar was behind Judas now, obscured from their view. He raised his sword for the killing blow, ready to add Judas' vitae to the ever-growing pool of the Font. As the steel whistled downwards, the prince whirled around and in one fluid motion deflected the blade, sending it spinning out of Nivar's grasp, and cut his own blade neatly into the wraith lord's cowl. Nivar fell, and Judas stood atop him, ready to finish the traitorous spirit.

Malek came up and aimed his staff at the fallen usurper, binding him in place with a dark incantation. "Drain him, and

return his life-force to the Font." Judas said, "But do not destroy him."

"Milord?" Malek inquired; confused that Judas would not destroy the wretched soul. Treason such as this should never go unpunished.

"Nivar is useful to me. He will not try this again." Judas turned to head back to his crypt. "Impressive show of power, Nivar. It might have worked, too, had you been right."

"The stars are not yet in position. The Fang of Hars does come soon, but not tonight." With that, Judas walked down the hill to central crypt, taking Elisabeth's arm along the way. Together they entered the dark chamber, and Nivar seethed with rage.

*** *** ***

Outside the gates of Thule, a dark skinned man in bronze breastplate stood, sorrow across his face. He turned, and spoke to the men beside him, "We return to Mitaur. Sokar will send us a new king." The men began to march back, sadness evident across their faces.

"You will need no new king, Tariq." A voice said out of the shadows. Tariq spun around, and gazed upon the face of Khufu, his fallen lord.

"Master! How is it you are here, when I saw you perish at the hand of the defilers?"

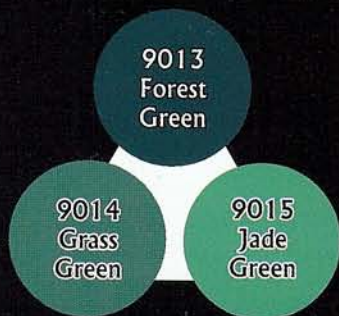
"Tariq, when one has walked the paths of the dead for centuries, it is no great effort to cross the river of death again, returning again to the Mehet Hesep." Khufu looked out over the city of Thule, once the center of a grand Necropolis built by his people before the fall of their Empire. He remembered looking over it before the northerners had built their tombs there and torn down the grandest monuments.

He almost smiled, his dry face cracking slightly. "Our first foray into the ancient tombs has gone well. We have lost nothing but a few Khasmin herders, and they can join us now in battle again. We know what the defilers have there, and our next assault will succeed. The vampires may still defile the tombs, but now we know their secrets."

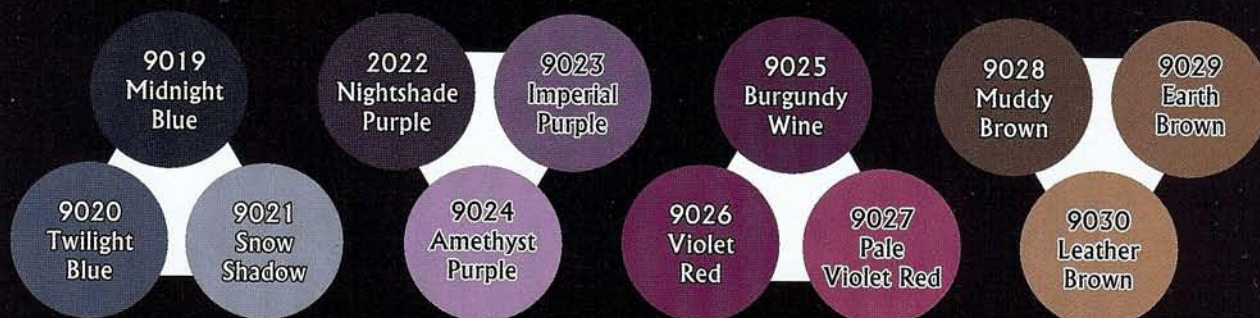




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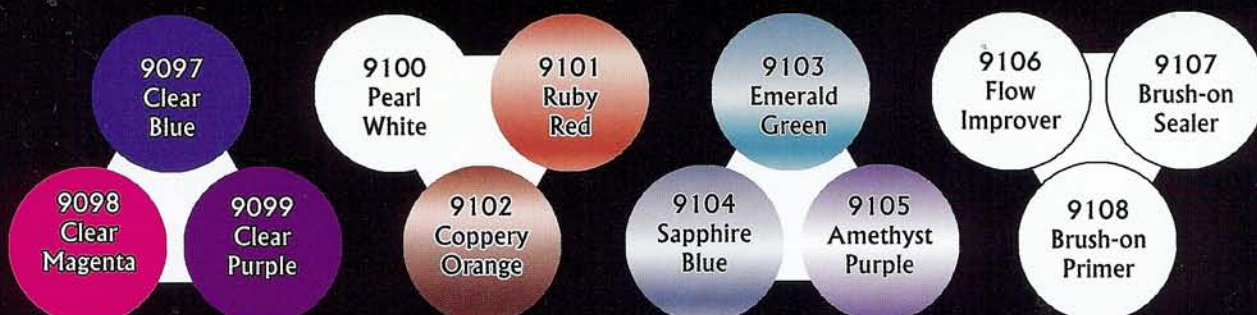
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MASTER SERIES PAINTS

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1. TRI-COLOR SYSTEM: Reaper Master Series Paint is formulated on a tri-color system. In each series of three colors you'll find a midtone, a shadow, and a highlight color. Whether you're a beginner who isn't sure about color mixing, an army-painter who's looking for consistency of color from model to model, or a professional just looking to save some time, the tri-color system is a great aid for your painting!



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3. FLOW FACTOR: Flow factor has been increased to reduce separation of pigment and enhance the workability of paint you've thinned. This makes it perfect for dark-lining, freehand designs and other detail work.

Sculpted by Werner Klocke
Painted by Anne Foerster



4. **HIGH ADHESION:** Reaper Master Series Paint has been formulated with a high adhesion property, increasing its ability to stand up to frequent handling and other wear and tear.

Sculpted by Werner Klocke
Painted by Marike Reimer



6. **COVERAGE:** Reaper Master Series Paint is formulated with a balanced consistency that provides good coverage in a thinner, smoother medium. The paint is workable straight from the bottle and painters won't need to add as much water or additive to the paint when thinning to achieve the effects they're looking for.

Sculpted by Bob Ridolfi
Painted by Robert Cruse



8. **WATER-SOLUBLE:** Reaper Master Series Paint is water-soluble and cleans up easily with a little soap and warm water.

Sculpted by Werner Klocke
Painted by Anne Foerster



5. **MATTE FLAT:** Reaper Master Series Paint is formulated to minimize distracting glossiness, allowing the best parts of your model to shine without being shiny!

Sculpted by Werner Klocke
Painted by Amy Brehm



7. **AIRBRUSH-FRIENDLY:** Smooth and versatile enough to be used in an airbrush application.

Sculpted by Phoenix
Painted by Robert Cruse



Whether you're an advanced painter with years of experience behind you or a brand-new painter who's only just picked up a brush, Reaper Master Series Paint is a valuable addition to your painting arsenal!



Deathmatch Arena

by John Newman and Jennifer Korzen

Rome wasn't built in a day, and neither was this arena - but it was built over a weekend. While gaming with another local Black Lightning member, we discussed an upcoming convention and terrain we'd need. He wanted a dungeon and an arena. I said I'd build the arena (because it's always something I've wanted to do) and he took the dungeon. I wasn't sure what I was getting into, and I rushed into this project without any real experience in terrain making and learned a lot through mistakes and aborted efforts. Fortunately, you guys will get the experience of my mistakes. The most important thing is to have a plan - not just a general idea. This is where most of my headaches came from. I had a general concept of what I wanted to do, attacking the materials and more or less wasting a lot of time and supplies. Fortunately I have a loving partner who not only tolerates my hobby, but is also very active and she helped me out with the construction of this project.

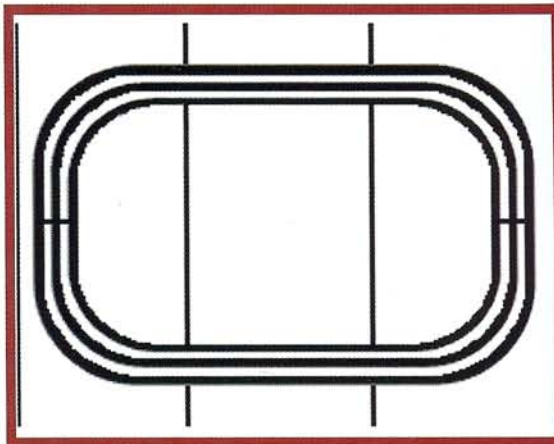
Basic Construction



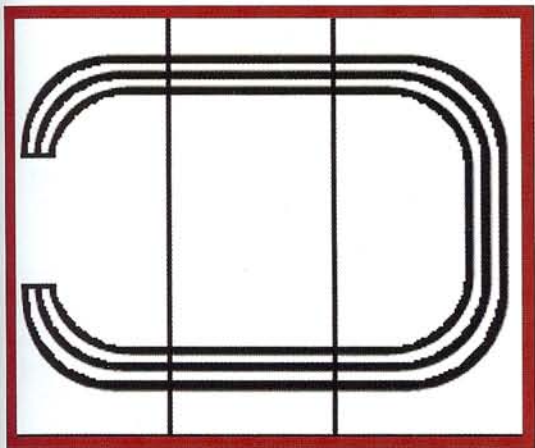
The first thing we needed to plan was how big, and what shape the arena was going to be. We needed something that could hold 2 or 3 small forces of troops - so about 9-12 fighters, as well as some terrain. I also wanted something that could be used for other purposes, such as chariot racing or fantasy

football- so for us a large rectangle/oval shape worked best. You can just as easily build a circular arena. Another of the constraints of this project was the need for it to be lightweight and portable enough to fit in the trunk of a small hatchback with some luggage. We opted to build it in 3 pieces mounted on MDF board - which has the benefit of being thin and lightweight, but won't warp easily and will handle some abuse. The first step was to create a template. To do this, we sketched out the curve of the long half of the

arena on one of the thinner pieces of foam. Our arena was going to be 4 feet



long, which worked out nicely, since the foam we bought comes in 8 foot sheets. We cut it into 4 foot pieces which would form the sides of our arena.



We initially cut the template piece out of one of the thinner pieces of insulation foam, and made it as wide as the base tier. We had marked off the curves for the upper tiers on this template also, but didn't cut them out quite yet. Once the bottom pieces were cut, we cut 1" off the template and moved onto the next tier. Repeat this until you are finished. For our arena, we used a 1 ft" piece for the bottom tier and ft" for the upper tiers. I'd *highly* recommend using a hot wire foam cutter for this

part, since it neatly slices through the foam and gives a good clean cut. You may want to practice a little bit on scrap pieces to get the feel of the cutter before attacking a large piece.

Once the pieces were cut out, we laid them on the MDF sections, which we cut into one 3 foot long section and two 1 ft foot long pieces.

We glued the 3 tiers together with hot-glue and laid it down on the MDF. We then marked on

the foam where the joints of the MDF would be and sliced through them using the hotwire.

We also cut a 1' section from one end of the arena where the dias would go (6 inches from each side). Once the sides

were cut, we joined the pieces back up on the MDF and traced them out so we knew where to glue them to the board. I took the chunks outside to sand, because even a steady hand will sometimes get "wavies" in the foam with the hotwire - but they are easily sanded out. Once everything was smooth and dusted off, we glued the sections down to the MDF and it was ready for painting.



Skull Dais



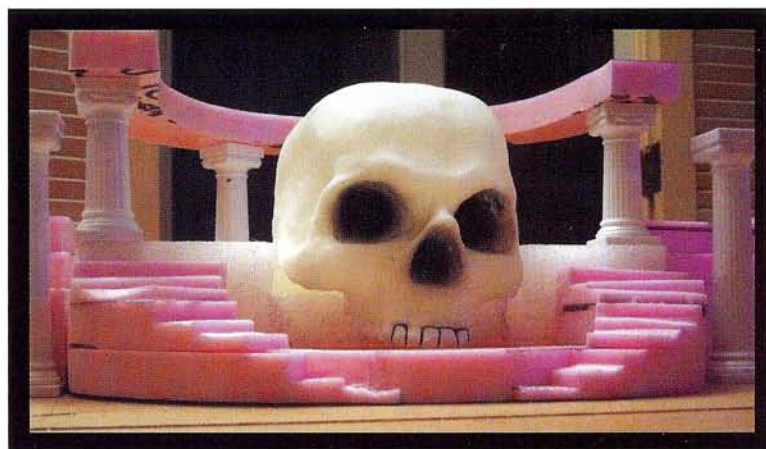
To make the dais with the skull, you will use the same techniques as the other pieces of the arena. I used a different type of white porous foam, and if I had to do it over, I'd avoid this at all costs. We simply created a half-circle template with a 1 foot wide frontage. I layered up, which enabled me to cut the top 1" layer out around the skull, to nestle it in. This skull came with a jaw-bone which I broke off. You could easily raise the skull even higher and use the mouth as an arena opening. We cut a little semi-circle out of scrap foam to go around the front and form the blood-pool. I was going to have stairs coming straight down, but Jenna felt that she could do a

better job cutting round ones that wrapped around the blood-pool, and I'm glad she did, because they look great. The same technique was used with these.

We layered up foam to

the correct height, and then cut the steps out with the hotwire. I'm really impressed by these, and it was her first time using a hot-wire. So with a little patience, great results can be achieved. To make the top pieces, we used short cake pillars, and then cut a crown piece from foam to match the arc on the back of the dais. You can

embellish any of these pieces with beads, doll-house molding, spare minis or whatever your imagination desires. I was hoping to get some plastic skull rings to decorate the edge of the arena



(but cutting the ring off and gluing the skulls to the foam, it would look like carved skulls), but I didn't find skulls I liked.

Finishing Touches

First step was to basecoat everything with a black textured paint. If you plan on making lots of terrain, you might want to pick up a small can of paint and have it mixed to the color you need. You can also get miss-tints really cheap at the hardware store if you aren't particular about color. To texture it, there are numerous sand additives that can be mixed in. This will create a gritty surface that will look more like rock when painted.

Once the arena was base coated, we used a few bottles of craft paint (You can usually get these on sale at 4 for \$1 - so they are a

great buy). We overbrushed the arena a darker grey and then drybrushed up a midtone and a highlight, with a very

very light dusting of white. The same procedure was used for the pillars, which we spray painted black as a basecoat.

You want to avoid spray painting foam, as it will melt.

Next, we drybrushed the grass areas with a few shades of green, and the arena floor with some sandy colors. To give the sandy arena a nice texture, you don't want to evenly drybrush, but give it a mottled feel. At this point, you can also use a thinned down white glue and flocking material for the grass and sand.



Pillars and Statues

These are probably one of the easiest things to do, and really give character. The pillars are simply plastic wedding cake pillars that can be obtained from just about any craft store. They also have a round hole in the top that accommodates a round slotta-base perfectly which means to top them, just insert a base and use a tiny bit of filler around the cracks. To make statued pillars, stick an old mini in the base and glue it to the top.

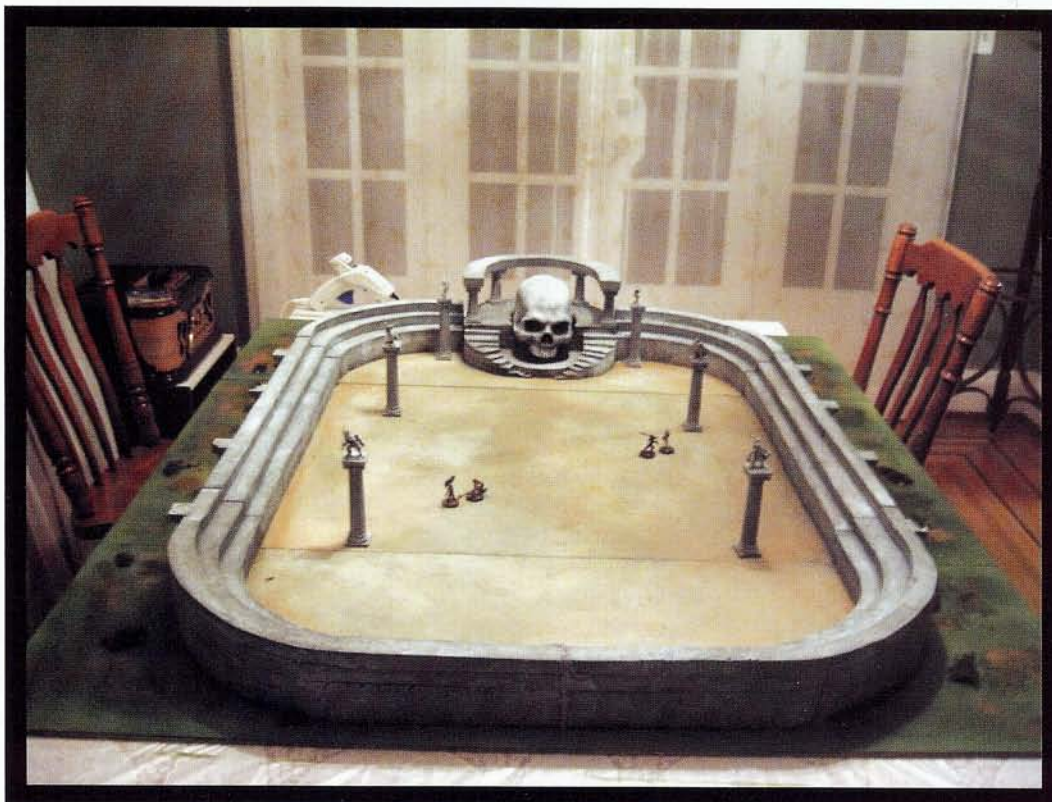
same technique for painting stone and

you have a great looking piece of

scenery in no time. We opted not to glue the pillars to the inside of the arena, as it gave us flexibility in placing terrain in the future. We did glue them to the outside, however.

You can also add lichen to make bushes and shrubs as well.

So really, in a matter of a few days, you can really create an eye catching terrain piece for various aspects of play.



Okay - Now You've got this really neat arena. But what do you do with it? Well, Lanse Tryon suggests that you check out this exciting scenario. It's all the excitement of a FPS computer game, with all the geeky coolness of a miniatures game!

WARLORD DEATHMATCH

By Lanse Tryon

Changes from Warlord as written:

1. The game lasts until a side makes a set number of kills, or a time limit is reached.
2. Troop Size and Command radius are ignored.
3. Players bring a force of three Warlord models totaling up to 300 points. No magical upgrades or spells may be bought, though generic cards and innate spells are fair game.
4. No model has a Casting Power unless so granted by a carried item.
5. Innate spells may be cast at the model's regular CP, and are unaffected by magic items.
6. Evenly distribute respawn points throughout the board, corresponding to the number of sides on whatever die you want. Number them off.
7. On deployment, roll the respawn die and place all three members of the deploying force on the respawn point. If another force is already on that point, re-roll till you get an open spot.
8. The GM evenly distributes each weapon around the board. (variant: The GM places tokens down and when

one is picked up, randomly roll to see which weapon it is. If an Elder Staff is rolled, immediately place the other one on the table as well.)

9. A model may only carry one weapon at a time. When the model runs over a weapon, place the weapon on the model and place the weapon's card by the datacard of that model.
10. Dropping a weapon or picking a weapon up can be done for free, without interrupting a movement action. It costs a non-combat action if the model wants to drop a weapon then pick up another during the same activation, even if the two are not done at the same location.
11. If a model is killed, the weapon it carries is dropped where it falls. The GM may re-scatter them if at the beginning of a turn if they become too concentrated.
12. Each three-model force counts as a single Troop.
13. If a model is killed, it respawns on its next activation. On its first activation after dying, roll the Respawn die and place the model on the appropriate

respawn point. It may then activate normally.

14. At the beginning of each turn, the GM scatters counters in the same way as with weapons, up to one per force on the board. When a wounded model runs over one of these counters, it restores one DT to that model.
15. Whenever a weapon's special ability refers to a die roll, that is the number on the die, not the final modified value.
16. Weapons that cast a spell once per X turns start that count of X turns since the last time they cast the spell, not from when they are picked up.
17. If a model respawns to a point already occupied by another model, the occupying model is killed.

This scenario works best when used with 14056: Warlord Weapon Pack I, and the weapons cards correspond to the contents of this article.

Deathmatch Weapons

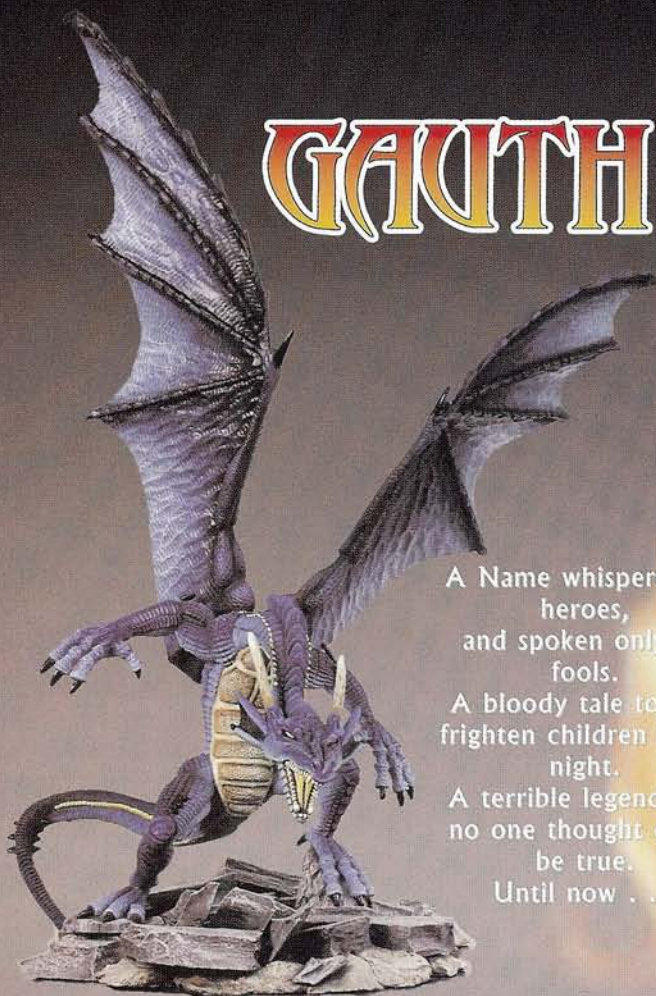
1. **The Staff of the Eye**
Tough/4, +2MD. Wielder may cast Fireball with +4CP once every 3 turns.
2. **Bonebow of the Liche-King**
+1 Ranged attack, +2RAV. Casts Scare with +5CP on target on roll of 9-10.
3. **MacCowan's Holy Claymore**
+1 Melee Attack, +2MAV, +1DS. Casts Part on combat with +4CP on roll of 9-10.
4. **Thoragan's Fickle Curse**
+1 Melee Attack, -2DS. Auto-casts Firestorm with +4CP centered on wielder on roll of 1. Auto-casts Bandage on wielder on roll of 10.
5. **Tjilden of the Fires**
+2RAV. Shot is replaced by Fireball (centered on target) on roll of 10, spell re-rolled with +4CP.

6. **Dorung of The Giant's Forge**
+2MAV. Wielder limited to 1 Melee attack. Causes two wounds on roll of 9-10. On a Kill, attack next model clockwise in base contact.
7. **Thorn**
+1 Melee attack, +1MAV. Target is Shaken on roll of 9-10
8. **The Runesword**
+1 Melee Attack, Tough/4 Wielder may auto-Teleport self once every 3 turns: 3d10", random direction (non-combat action)
9. **The Elder Staff (Blue)**
Reach, First Strike, +2MAV. Wielder may Melee-strike wielder of the Green Elder Staff anywhere on the table, OR Wielder may use a non-combat action to switch places with Green Elder Staff

if nobody is carrying it.

9. **The Elder Staff (Green)**
Reach, First Strike, +2MAV. Wielder may Melee-strike wielder of the Blue Elder Staff anywhere on the table, OR Wielder may use a non-combat action to switch places with Blue Elder Staff if nobody is carrying it.
10. **Raaugh of the Ogren**
+2MAV, +1 Melee strike, Breaker. Auto-casts Part on combat with +4CP on roll of 9-10.
11. **Scylla's Talon**
+5 Melee attacks, Wielder's MAV is 0
12. **Halberd of Marthrangul**
Reach, First Strike, Wielder is Horrid. Blowthrough (Rng 8", RAV 4) once every 3 turns.

GAUTH



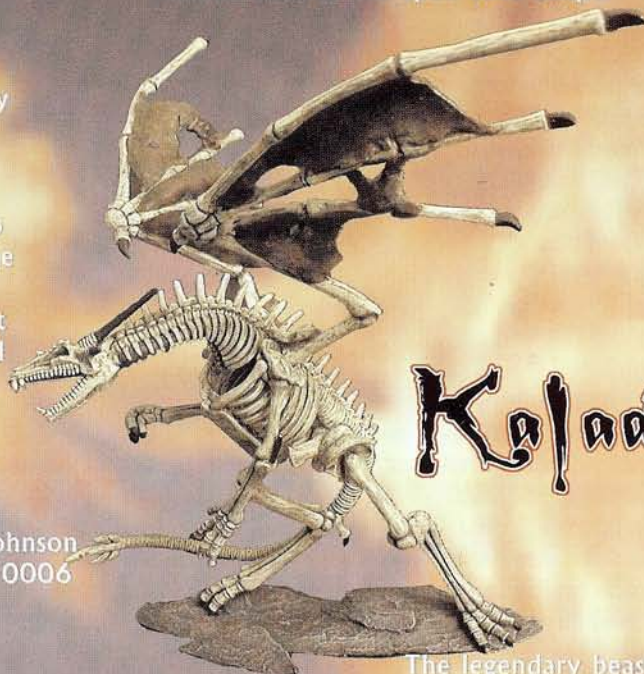
Approximately 12" with a wingspan of 16"

A Name whispered by heroes,
and spoken only by fools.
A bloody tale told to frighten children in the night.
A terrible legend that no one thought could be true.
Until now . . .

Sculpted by Jim Johnson
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GREAT

d'And with a gesture, the bones of the long dead dragon rose silently into the rank, ashen air. The mass of ribs, femurs, and vertebrae at first were surrounded by a liquid purple glow, which faded into a tarnished blue as the spell took shape."



Keladrax

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Protector of Ancient Secrets . . .
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Woe unto the Foolish being who thinks to Usurp him of his claim . . .

10.5" Long & 6.25" tall, Solid Pewter

MARTHRAIGIL

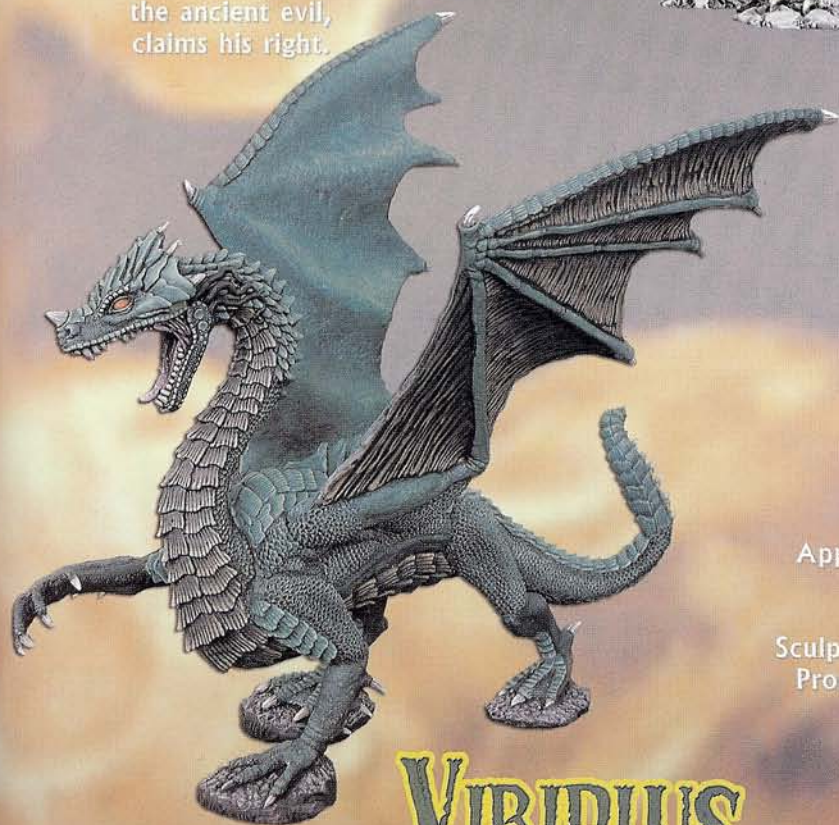
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WYRMS

The noxious green gas of his breath lingers in the air as he leaves the crumbling temple to feast upon the sacrifice . . .

Oblivious to the screams emanating from the maiden sacrifice and the bloodthirsty cheers of the orcs . . .

Viridius,
the ancient evil,
claims his right.



VIRIDIUS

Approximately 9" Long & 8" Tall
with a 15" wingspan
Solid pewter

Sculpted by Jason Wiebe
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DEATHSLEET

A fleet shadow skims over ice-capped waves, carrying with it sheer terror. Those brave souls who face her are certain to find only death . . .

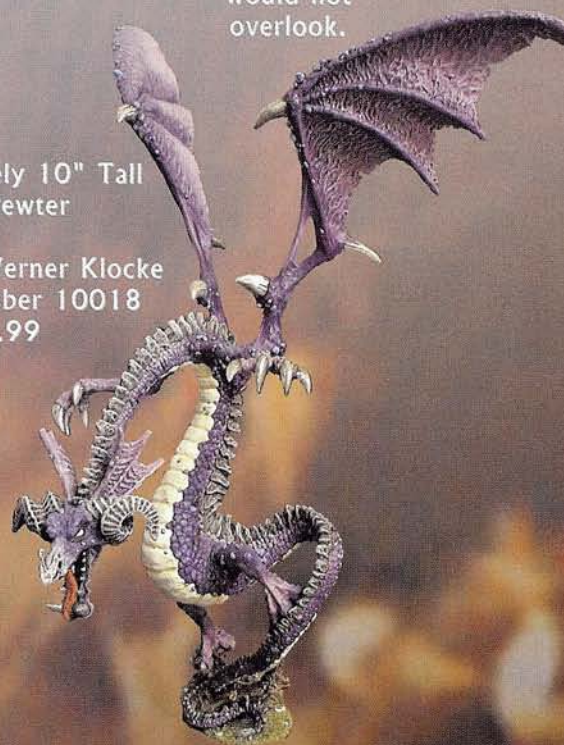
Sculpted by Sandra Garrity
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Some Foolish mage had discovered his true name and summoned him to Adon;

it was an insult that the abyssal dragon could not - would not - overlook.

Approximately 10" Tall
Solid Pewter

Sculpted by Werner Klocke
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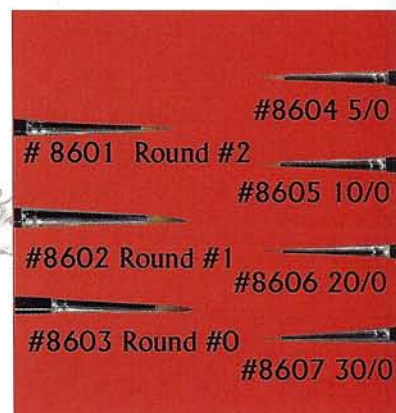


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#8604 5/0

8601 Round #2

#8605 10/0

#8602 Round #1

#8606 20/0

#8603 Round #0

#8607 30/0

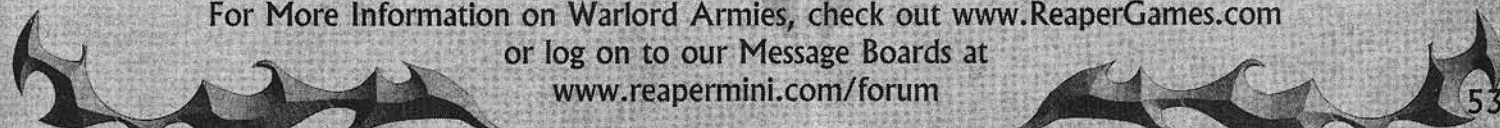


Hey! What's This? I'm trying to find this Warlord Model, and I just can't seem to. What? Armies? These things are sorted by Army now? How am I supposed to know what Army this one goes with? Oh. There's this handy List! That's great!

Models listed in numerical order, With their Army and their role in that Army.

14002	Grundor Hordetaker	Mercenary	Sgt	14073	Skeletal Pirate Crew	Mercenary	Grunt
14003	Ashkrypt	Overlords	Warlord	14074	Bull Orc Archers	Reven	Grunt
14004	Ymrilix, The False	Overlords	Hero	14075	Skeletal Warriors	Necropolis	Grunt
14005	Lord Ironraven	Crusaders	Captain	14076	Devourer of Mashaf	Darkspawn	Monster
14006	Syphrilla	Necropolis	Hero	14077	Griffon	Dwarves	Monster
14007	Minotaur of the Maze	Mercenary	Monster	14078	Nasithe	Darkspawn	Hero
14008	River troll	Reptus	Monster	14079	Ombur Skulltooth	Reven	Cleric
14009	Crypt Bats	Necropolis	Adept	14080	Guardian Angel	Crusaders	Solitaire
14010	Crypt Bats	Necropolis	Adept	14081	Netikerti	Nefsokar	Mage
14011	Eikar	Necropolis	Sgt	14082	Margara Firetongue	Dwarves	Mage
14012	Gauntfield	Necropolis	Hero	14083	Ashakia	Darkspawn	Solitaire
14014	Artemis	Mercenary	Sgt	14084	Soul Cannon	Mercenary	WarMach.
14015	Niridol	Elves	Cleric	14085	Freya Fangbreaker	Dwarves	Sgt
14016	Judas Bloodspire	Necropolis	Warlord	14086	Giant Eagle	Elves	Monster
14017	Naomi	Necropolis	Mage	14087	Familiar Pack 2	Universal	Familiar
14018	Amise	Elves	Sgt	14088	Thuusia, Painmage	Darkspawn	Mage
14019	Durgarm Deepmug	Dwarves	Hero	14089	Aundine	Darkspawn	Solitaire
14020	Lola Darkslip	Overlords	Hero	14090	Wraith Harvesters	Necropolis	Adept
14021	Shad Coalshadow	Mercenary	Rogue	14091	Corvus	Overlords	Sgt
14022	Lysette	Elves	Mage	14092	Khong-To	Reptus	Warlord
14023	Sigurd	Mercenary	Sgt	14093	Finari	Crusaders	Hero
14024	Eredain	Mercenary	Mage	14094	Tariq, Ranger Chief	Nefsokar	Sgt
14025	Kyla	Mercenary	Solitaire	14095	Neek, Goblin Boghul	Reven	Sgt
14026	Nakhti	Nefsokar	Captain	14096	T'kay	Reptus	Cleric
14027	Bull Orc Fighters	Reven	Grunt	14097	Khasmin Herdsmen	Nefsokar	Grunt
14028	Gargoyle	Necropolis	Monster	14098	Khufu	Nefsokar	Warlord
14029	Razig	Mercenary	Warlord	14099	Skull Breakers	Reptus	Grunt
14030	Lupine Lord	Mercenary	Captain	14100	Awakened	Nefsokar	Grunt
14031	Lupine Rager	Mercenary	Adept	14101	Skeletal Archers	Necropolis	Grunt
14032	Lupine Shaman	Mercenary	Cleric	14102	Avatar of Sekhmet	Nefsokar	Monster
14033	Nivar the Wraith	Necropolis	Hero	14103	Templar Unforgiven	Crusaders	Grunt
14035	Balthon	Overlords	Cleric	14104	Archers	Reptus	Grunt
14036	Halbarad	Crusaders	Cleric	14105	Soultender	Darkspawn	Monster
14037	Sir Conlan	Crusaders	Sgt	14106	Dark Maiden	Mercenary	Monster
14038	Braug The Ogre	Reven	Monster	14107	Overlord Warriors	Overlords	Grunt
14039	Ivar Silverfist	Dwarves	Cleric	14108	Goblin Skeeters	Reven	Adept
14040	Malek	Necropolis	Mage	14109	Templar Warrior	Crusaders	Grunt
14041	Familiar Pack 1	Universal	Familiar	14110	Centaur	Elves	Solitaire
14042	King Thorgram	Dwarves	Warlord	14111	Sister Majeda	Crusaders	Sgt
14043	Lurgh	Reven	Solitaire	14112	Warriors	Dwarves	Grunt
14044	Uru, Troll Chief	Reptus	Monster	14113	Vale Archers	Elves	Grunt
14045	Valandil, Arch-Mage	Crusaders	Mage	14114	Templar Ironspines	Crusaders	Grunt
14046	Ardynn	Elves	Hero	14115	Tomb Guards	Nefsokar	Adept
14047	Dingo	Mercenary	Sgt	14116	Caerwynn	Elves	Hero
14048	Fatima	Nefsokar	Cleric	14117	Beastmen	Reven	Grunt
14049	Narg Bloodtusk	Reven	Captain	14118	Urga	Reven	Sgt
14050	Sir Broderick	Crusaders	Captain	14119	Vale Warriors	Elves	Grunt
14051	Janna	Mercenary		14120	Swiftaxes	Dwarves	Grunt
14052	Azarphan	Necropolis	Captain	14121	Bull Orc Hunters	Reven	Grunt
14053	Kaena, Banshee	Necropolis	Solitaire	14122	Onyx Golem	Overlords	Monster
14054	Gurm, Ogre Hunter	Reven	Monster	14123	Lunk, Goblin Mage	Reven	Mage
14055	Marcus Gideon	Crusaders	Hero	14125	Bondslaves	Overlords	Grunt
14056	Weapons Pack	Universal	Weapon	14126	Overlord Spearmen	Overlords	Grunt
14057	Iks, Wight Sergeant	Overlords	Sgt	14129	Mi-Sher	Nefsokar	Sgt
14058	Lorielle Silverrain	Mercenary	Hero	14130	Snorri Oathbreaker	Dwarves	Solitaire
14059	Spawn of Mashaf	Darkspawn	Monster	14131	Elsabeth Briarkiss	Necropolis	Captain
14060	Leisynn	Mercenary	Mage	14132	Yagun Oog	Reven	Mage
14061	Kharg Blacknail	Reven	Sgt	14133	Celestial Lions	Crusaders	Monster
14062	Orba Sinhan	Mercenary	Warlord	14134	Ivy Crown Archers	Crusaders	Adept
14063	Varaug	Reven	Warlord	14136	Thorvald Clawhelm	Dwarves	Solitaire
14064	Khadath	Nefsokar	Captain	14137	Skeletal Breakers	Necropolis	Grunt
14065	Witch Queen	Darkspawn	Warlord	14138	Anubis Guard	Nefsokar	Grunt
14066	Prince Daniithal	Elves	Warlord	14139	Krunglebeast	Reptus	Monster
14067	Guros	Darkspawn	Captain	14140	Battle Nun Novitiates	Crusaders	Adept
14068	Duke Gerrard	Crusaders	Warlord	14141	Khasmin Rangers	Nefsokar	Adept
14069	Sir Malcolm	Crusaders	Sgt	14147	Andras	Overlords	Captain
14070	Nicole of the Blade	Mercenary	Captain	14165	Selwyn Vale Captain	Elves	Captain
14071	Athak	Necropolis	Sgt				
14072	Bladesister Warriors	Mercenary	Adept				

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14005



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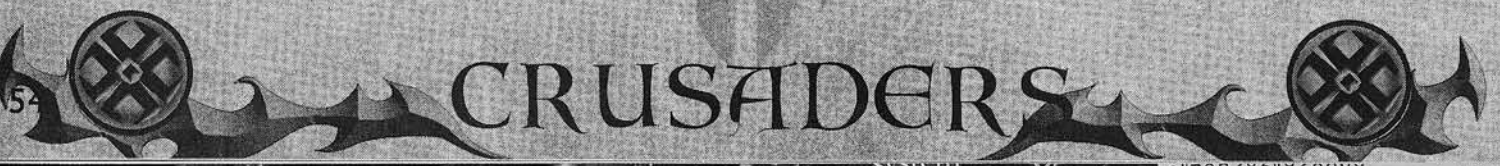
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14145 Javolith
14149 Isiri Archer
14150 Isiri Warrior
14151 Broken Fodder
14152 Paintenders
14171 Rauthuros, Great Demon
14179 Vysa

14019



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DWARVEN WARRIOR**
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- 14146 Fulumbar Ironhammer
- 14161 Dwarf piercer
- 14162 Dwarf Halberdier
- 14168 Shieldmaidens
- 14173 Gargram Heavyhand



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14153 Vale Long Thorns
14154 Vale Breakers
14155 Death Seekers
14174 Meridh
14180 Mossbeard



WARLORD



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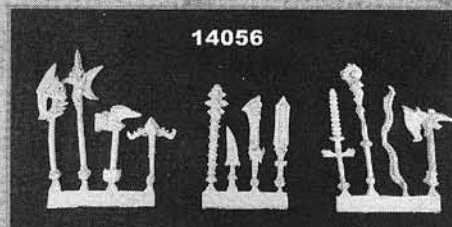
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14158 Mercenary Spear

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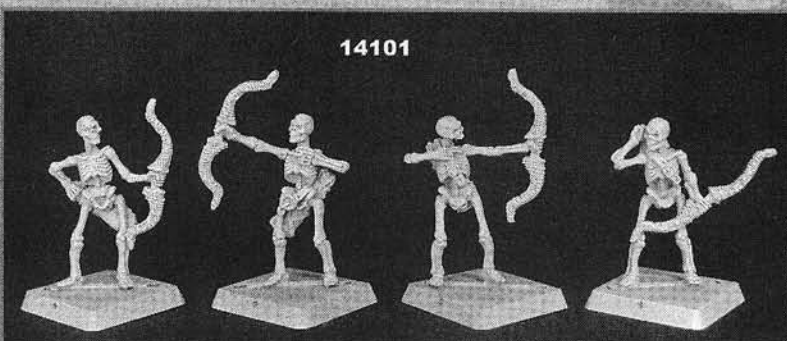


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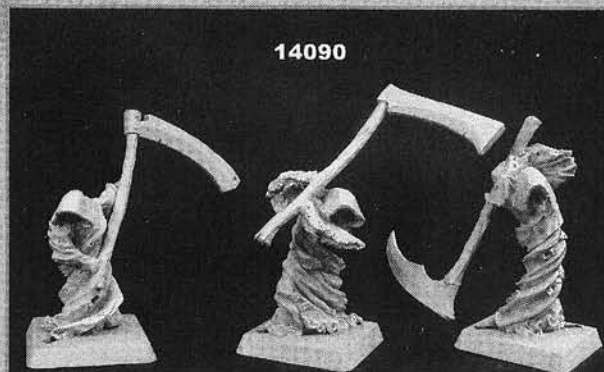


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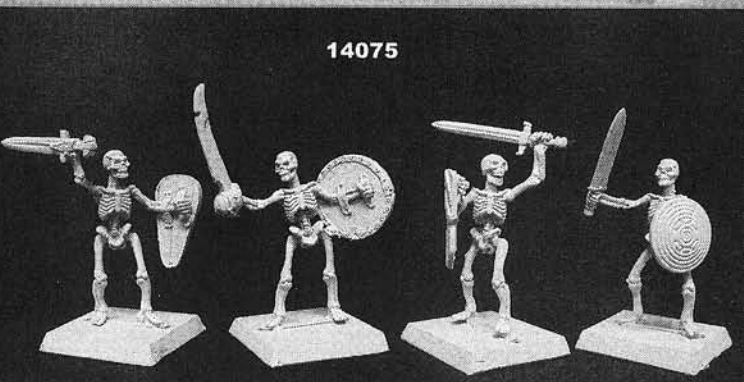


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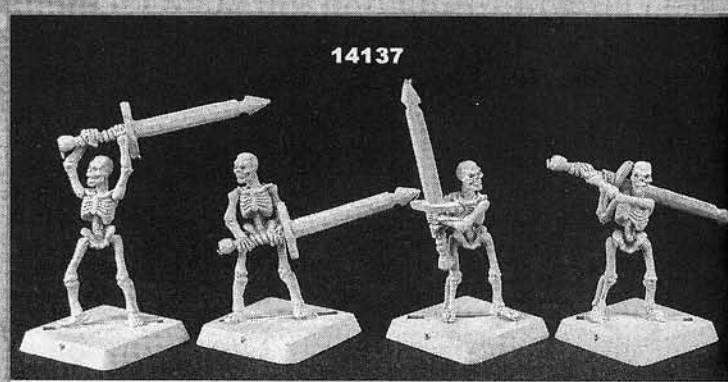


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14127 Arik, Inquisitor Advisor

14128 Moraia, Warbride of
Khardullis

14160 Overlord Crossbowmen

14172 Onyx Chevaliers

OVERLORDS

14008



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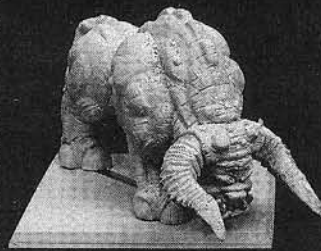


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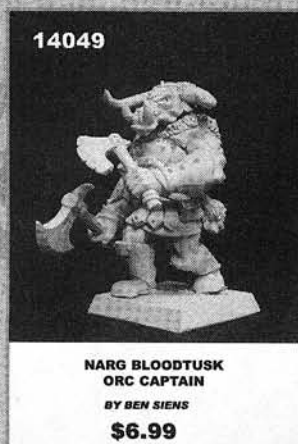
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- 14135 Warriors
- 14144 Nagendra Rangers
- 14148 Chai-Uut
- 14163 Long Strikers
- 14166 Ra'am
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- 14170 Ssudai
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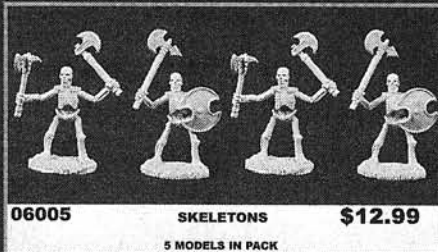
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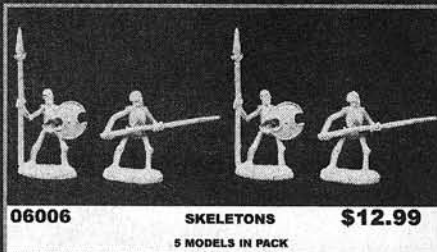
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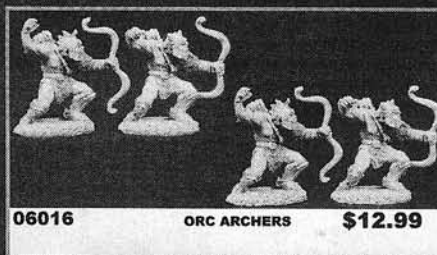
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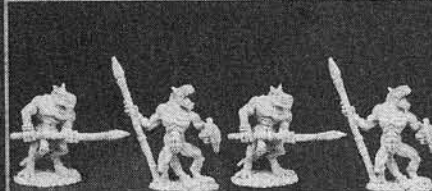
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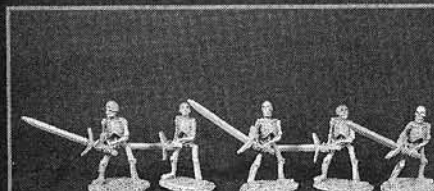
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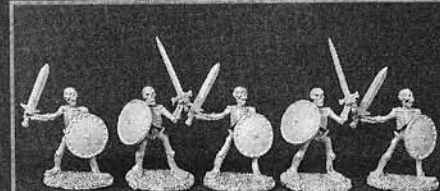
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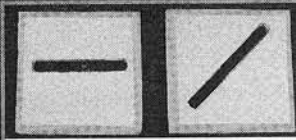


74004
SMOOTH BASE
HEX
25MM
4 IN PACK



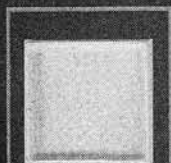
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STONE BASE
HEX
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4 IN PACK

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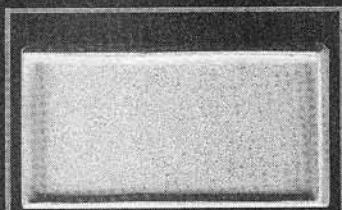


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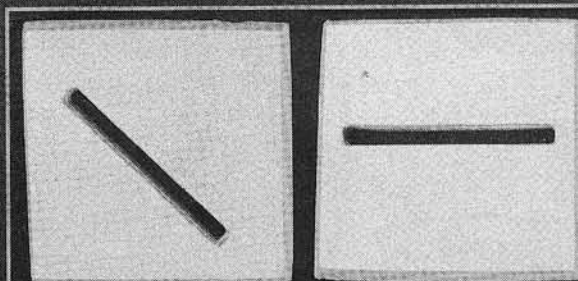


74006
SMOOTH BASE
SQUARE
1 INCH
4 IN PACK



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SMOOTH BASE
RECTANGLE
1 IN X 2 IN
3 IN PACK

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74011 40MM
DIAGONAL
2 BASES IN PACK
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74010 40MM
HORIZONTAL
2 BASES IN PACK
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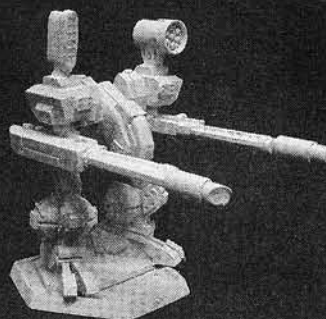
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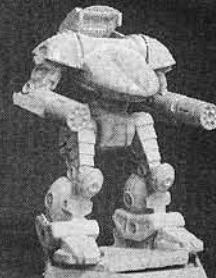
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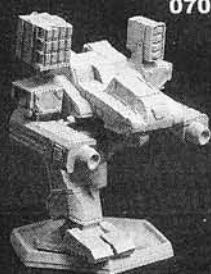
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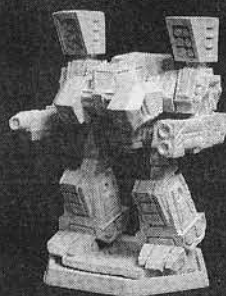
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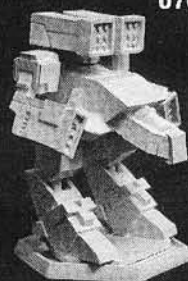
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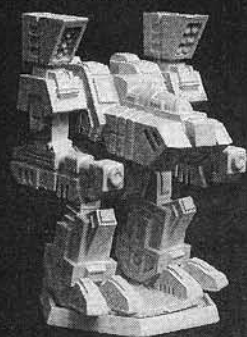
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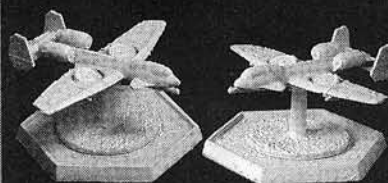
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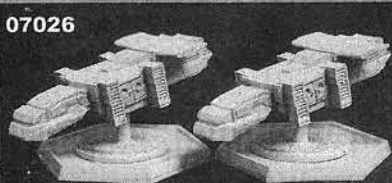
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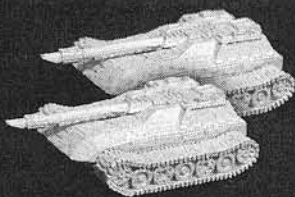
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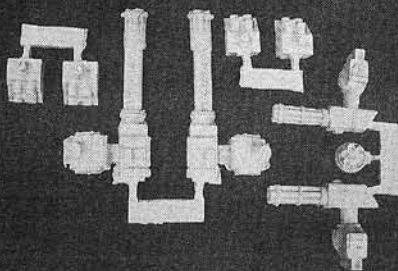


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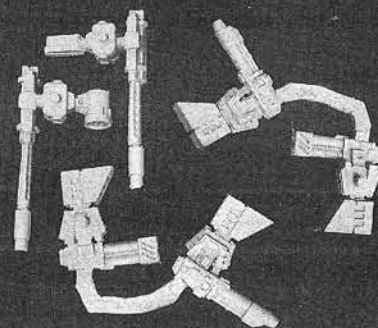
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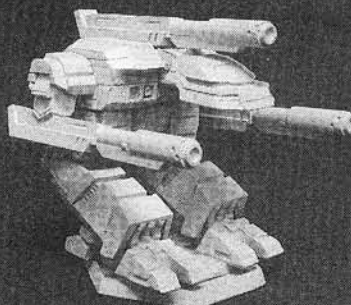


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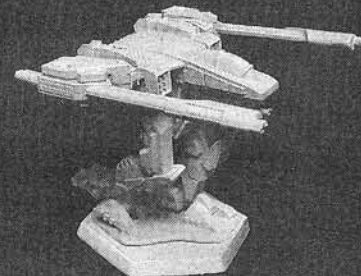


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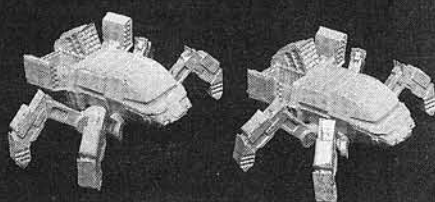


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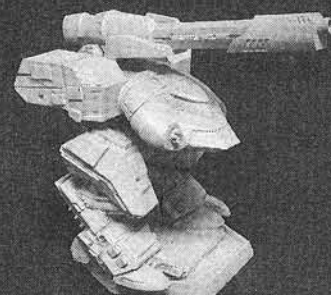


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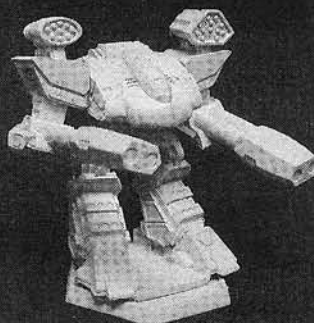


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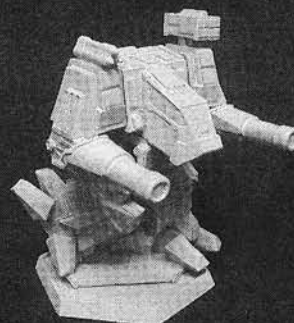


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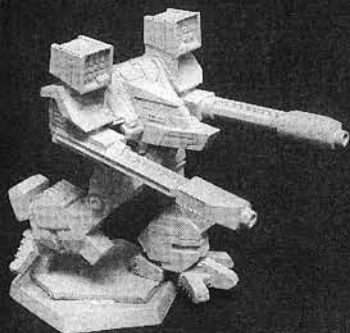


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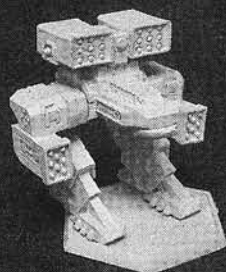


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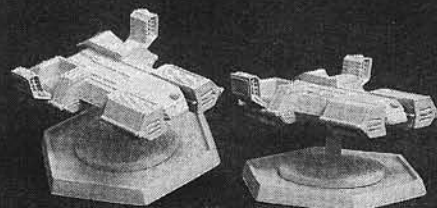


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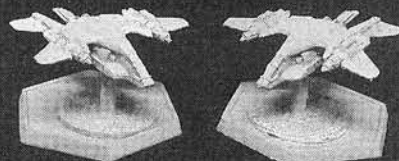


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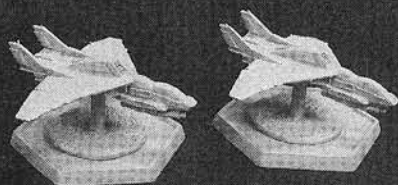


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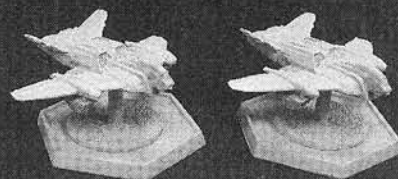


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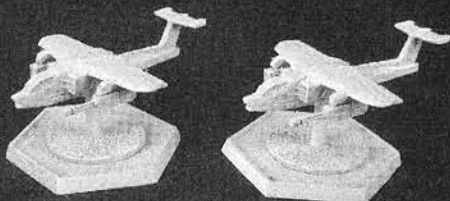


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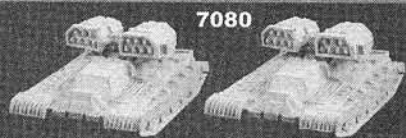
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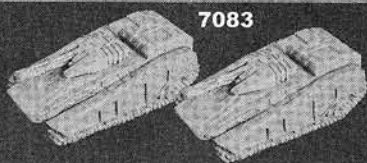
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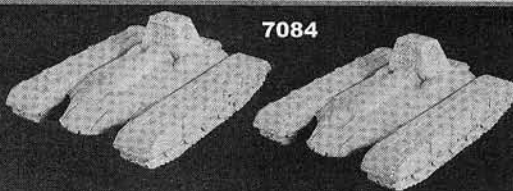
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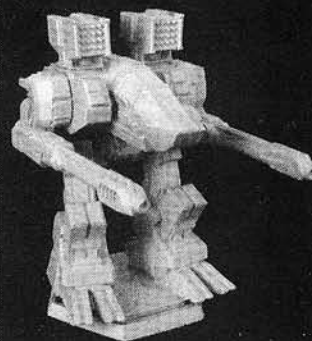
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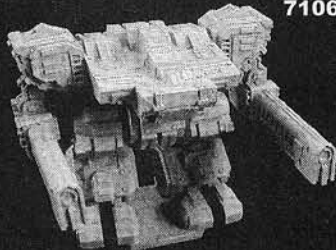


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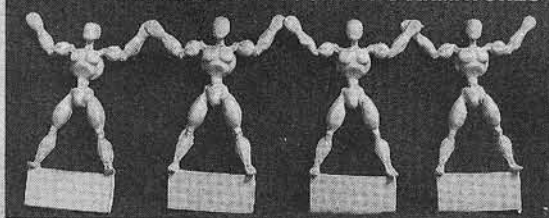


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Sculpting Armatures

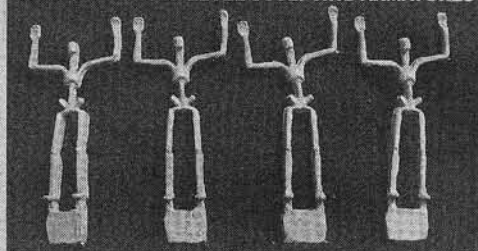
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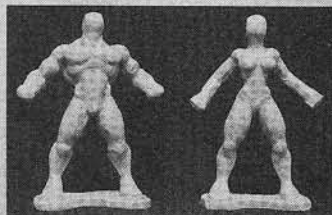
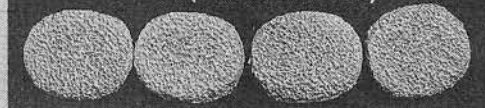
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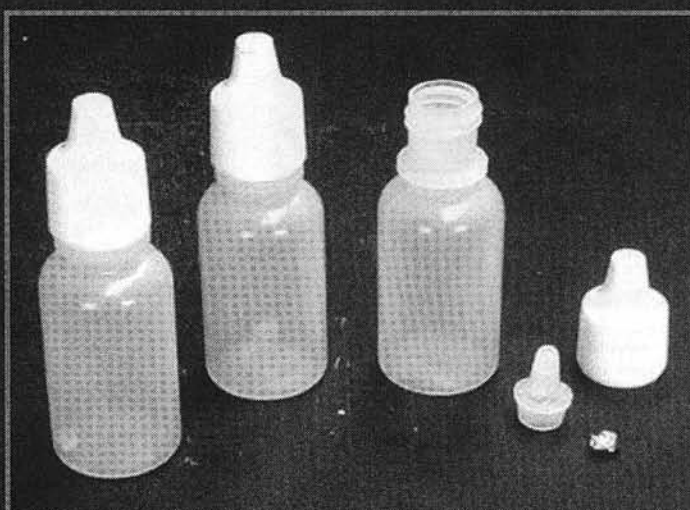
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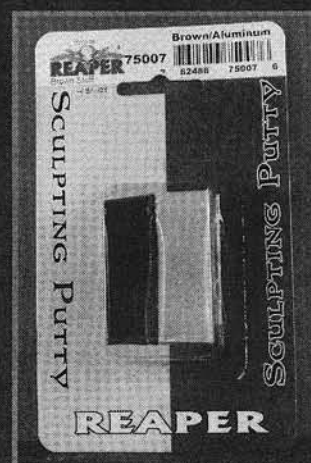
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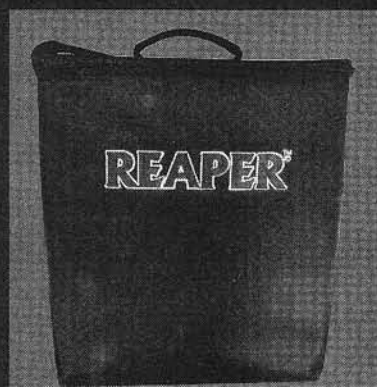


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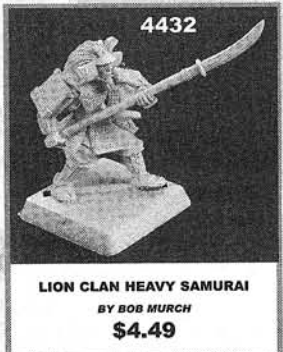
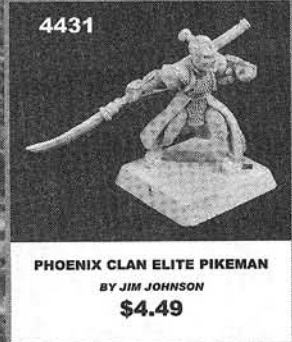
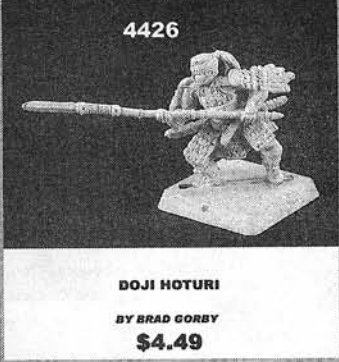
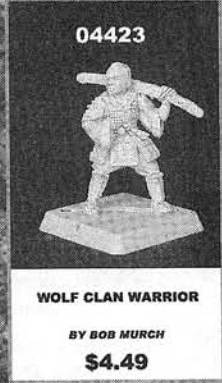
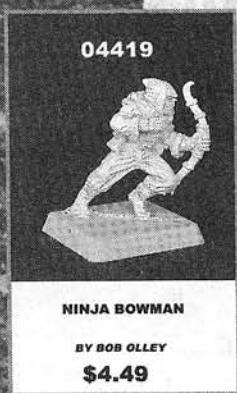


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What is ReaperGames.com?

ReaperGames.com is the online component to Reaper Miniatures' tabletop games. Here you can gain points in an online ranking system for playing the games you want to play anyway! The outcome of your battle reports affects the direction of the official fiction of your game world of choice, and ReaperGames.com is your official source for exclusive content related Reaper Games.

At the end of the year, Reaper will tally up the scores for the players and the top players will get a Reaper prize package.

Bragging rights, cool content, fame, and swag. ReaperGames.com is the place.



The Reaper Adventure Game Engine

Warlord is the first game to use the Reaper Adventure Game Engine (R.A.G.E. for short). As a master system, R.A.G.E. allows you to learn a few basic rules and then take this knowledge with you from game setting to game setting. Using one system for many games means that you spend less time learning and relearning rules and more time playing and painting.

When you're done playing your game you can head on over to ReaperGames.com and submit your battle report of your game. When your opponent approves the outcome of the game, your efforts on the tabletop will be reflected in the fiction of the game you played.

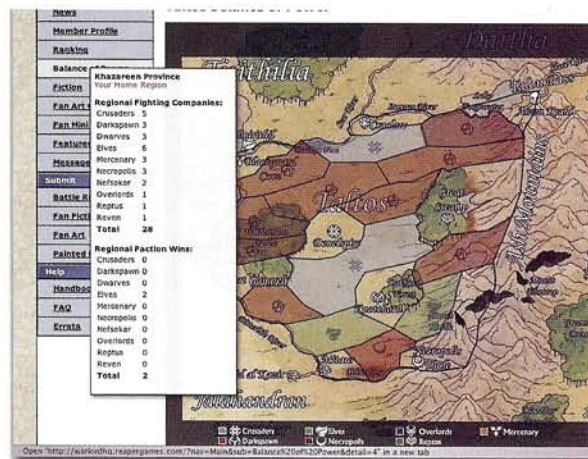
Balance of Power

So you've just won a heated game of Warlord. You have basked in the adulation of your friends and loved ones who have hung on your every dice roll. What now? Head to ReaperGames.com, of course.

Winners of games fill out battle reports that are then approved by their opponents. Once approved, points are rendered, and the faction you have played gets a win in the region where you live. When other players do the same, soon you will be able to see a faction emerge as the dominant leaders of a territory.

When the smoke clears and the battlefields are razed, the performance of the various factions will be tracked. At the end of a year for any given game (Warlord CAV, etc), the tone of the next release of the rules will be affected by the factions' performance.

Represent your faction well and you'll be able to tell!



Too many elves and do-gooders

Ranking At ReaperGames.com

You'll be able to see how you're doing against other players worldwide and within your region. You'll even be able to tell at a glance if a particular opponent is worth playing against or not with our "Good Sport" tracking system. Players who lose, but refuse to approve legitimate battle reports start losing Good Sport points, represented by a little bubble on the screen. When the bubble is full green, that person is a good egg. When it drains to empty, you'll know to stay clear.

At the end of the year, Reaper will send prize packages to the overall winners in the world and in the various regions.

Fame and swag: what more could you possibly want?

Rank	Username	Handle	Total Points*	Good Sport	Faction	Region
1	1012-04-001	Euthanatos	(17 0 0)	0	Elves	Barthos Province
2	1012-04-002	Cordwainist	(13 0 0)	0	Elves	Tagarthos Province
3	1015-04-003	Kinore	(12 0 0)	0	Crusaders	Barthos Province
4	1015-04-004	Lore Saasen	(11 0 0)	0	Nobrepais	Barthos Province
5	1012-04-014	LordPelles	(10 0 0)	0	Carpusner	Tagarthos Province
6	1004-04-001	Gorish	(8 0 0)	0	Mercenary	Tagarthos Province
7	1011-04-003	Spiri	(7 0 0)	0	Crusaders	Barthos Province
8	1012-04-007	Goldenage	(7 0 0)	0	Elves	Kharzaron Province
9	1004-04-005	Ungief	(6 0 0)	0	Dwarves	Tagarthos Province
10	1011-04-005	Herr Oberflerschmeizer	(5 0 0)	0	Reven	The Bloody Strip

Top Ten Kharzaron Province Ranking

Rank	Username	Handle	Total Points*	Good Sport	Faction
1	1012-04-007	Goldenage	(7 0 0)	0	Elves

Getting Points for Reaper Games

Even if you're not in an area where you have a plenitude of players to pit your prowess against, you can create artwork or fiction relating to the universe of your favorite game. Submit these works, and upon approval you head up the ranking ladder. Or just play games, or do both. But the only way to directly affect the balance of power is to play the games.

Miniature Name	Author
Witch Queen	by Kalkoon
Kalla, First Chosen	by Kalkoon
Giffon	by Kalkoon
Lyette, House of Almerthil	by Kalkoon
Oryx Solom	by Kalkoon
LeD, Female Thief	by Kalkoon
Yurika the Fair	by Kalkoon
Rebirth	by Kalkoon

Player Resources

ReaperGames.com is the place to go to find games, players, refine strategy, and otherwise get official information on your favorite games. From a R.A.G.E. Store locator, to a message center to contact potential opponents, to a featured downloads page listing official errata, scenarios, and artwork resources, Reapergames.com has a ton of information at your disposal. All you have to do is register!

Player finders, battle reports, and an ever-expanding list of features and resources. ReaperGames.com is just one of the ways Reaper is committed to creating the finest games and minis available.

Registration is free, so what are you waiting for?

Start conquering the world, one game at a time.

Rank	Name	City	State
1	War Room Game Center	Jacksonville	FL
2	Game Preserve in Greenwood	Indianapolis	IN

EBONWRATHTM ©

SCULPTED BY SANDRA GARRITY

...OH FOOLISH SEEKERS OF HER WEALTH.
HEED MY SONG AND RETAIN YOUR HEALTH.

HER OWN SIBLINGS SHE DID KILL.
BECAUSE THEY KEPT HER FROM HER FILL.

THE BLACK DRAGON QUEEN OF THE SHREND,
FROM THY BONES YOUR FLESH SHE'LL REND.

DO NOT CONTINUE, TURN FROM YOUR PATH,
OR YOU WILL FACE THE DRAGON EBONWRATH.



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Coming March 2005!

Approximately 7 inches in height and 6 inches in length with a 12 inch wingspan

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